Imperfect

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E

THE ENGLISH PILOT.

Firſt BOOK.

Firſt PART.

DESCRIBING THE
Sea-Coaſts, Capes, Head-Lands, Bays, Roads, Harbours, Rivers and Ports
TOGETHER WITH THE
Soundings, Sands, Rocks and Dangers
IN THE
SOUTHERN NAVIGATION
Upon the Coaſts of *England*, *Holland*, *France*, *Ireland*, *Spain*, *Portugal*, to the *Straits-Mouth*, and ſo off to the *Weſtern Iſlands*.
SHEWING
The Courſes and Diſtances from one Place to another: The Setting of the Tydes and Currents: The Ebbing and Flowing of the Sea.

Cum Privilegio Regis Majeſtatis.

Publiſhed by *JOHN SELLER*,
Hydrographer to the KING and QUEEN.

B

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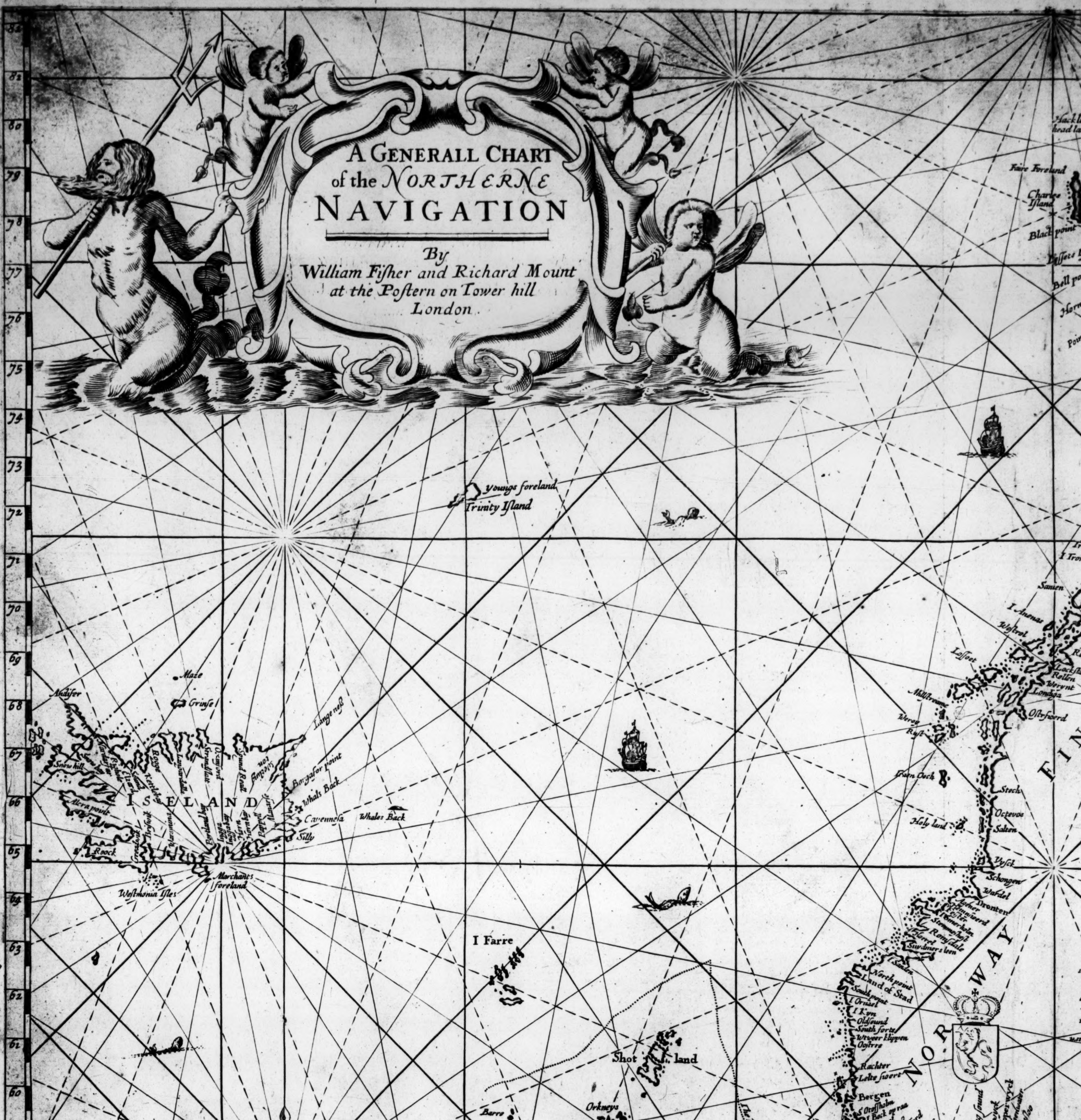

A GENERALL CHART
of the NORTHERNE
NAVIGATION

By
William Fiſher and Richard Mount
at the Poſtern on Tower hill
London.

Youngs foreland
Trinity Iſland
Faire Foreland
Charles Iſland
Black point
Bell po
Maze
Grinſe
Andifer
Snow hill
Alcra point
Roock
ISELAND
Langeneß
Borgaſor point
Whals Back
Caveneſa
Whales Back
Silly
Marchants foreland
Weſtmonia Iſles
I Farre
Shot land
Orkneys
Orkney
Barro
Rokol
St Kilda
Lewis
SCOTLAND
The Kinmon
I. Tory
Broadhaven
I. Achill
Slyne head
Gallowey
L. Arran
Clare
C. Leme
Blaſkes
Skellings
IRELAND
Cheſter
ENGLAND
London
Silly
Uſhent
Britaigne
FRANCE
FLANDERS
HOLLAND
The Naze
NORWAY
Bergen
Stavanger
Land of Stad
North point
South point
Rachter
Dronten
Schongen
Vyſck
Salten
Octevos
Stech
Holy land
Fuen Oech
Weroy
Ruſt
Millſtreame
Loffoet
Weſtrol
I. Anenas
Lockſt
Rollen
Werynt
Londga
Oſtrfwoerd
Sanien
FIN
POMER
Francis Lamb Sculp.
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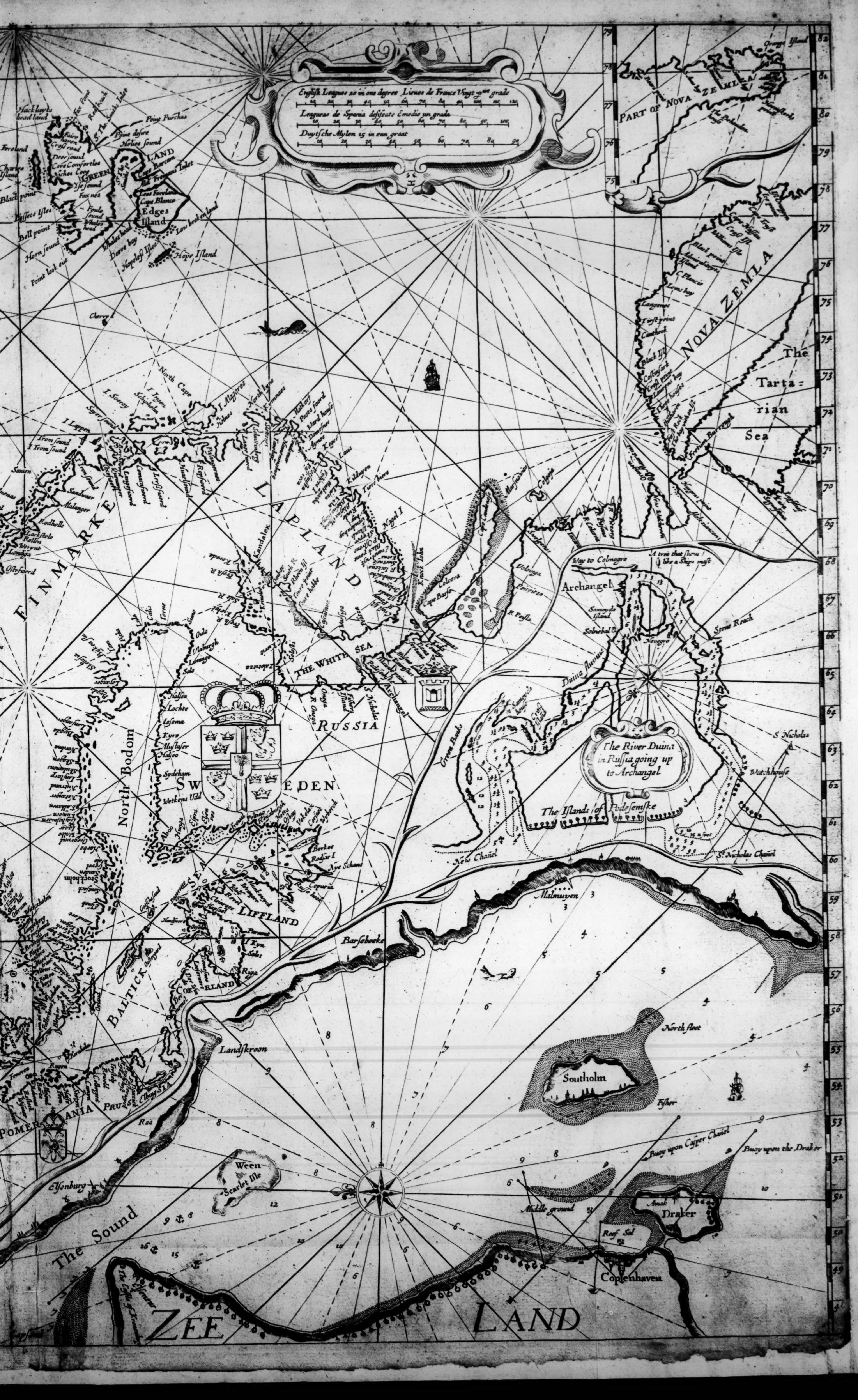
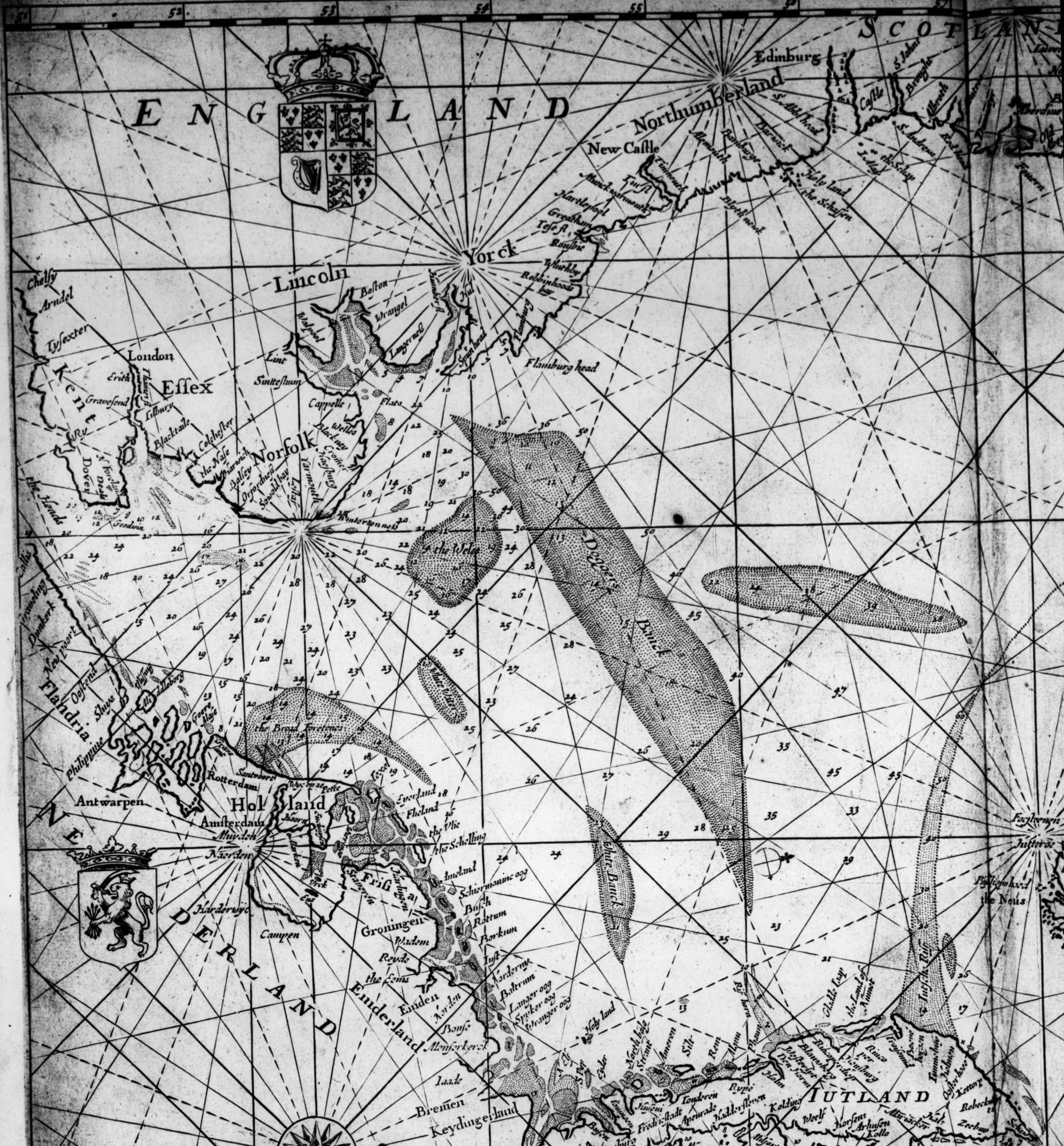
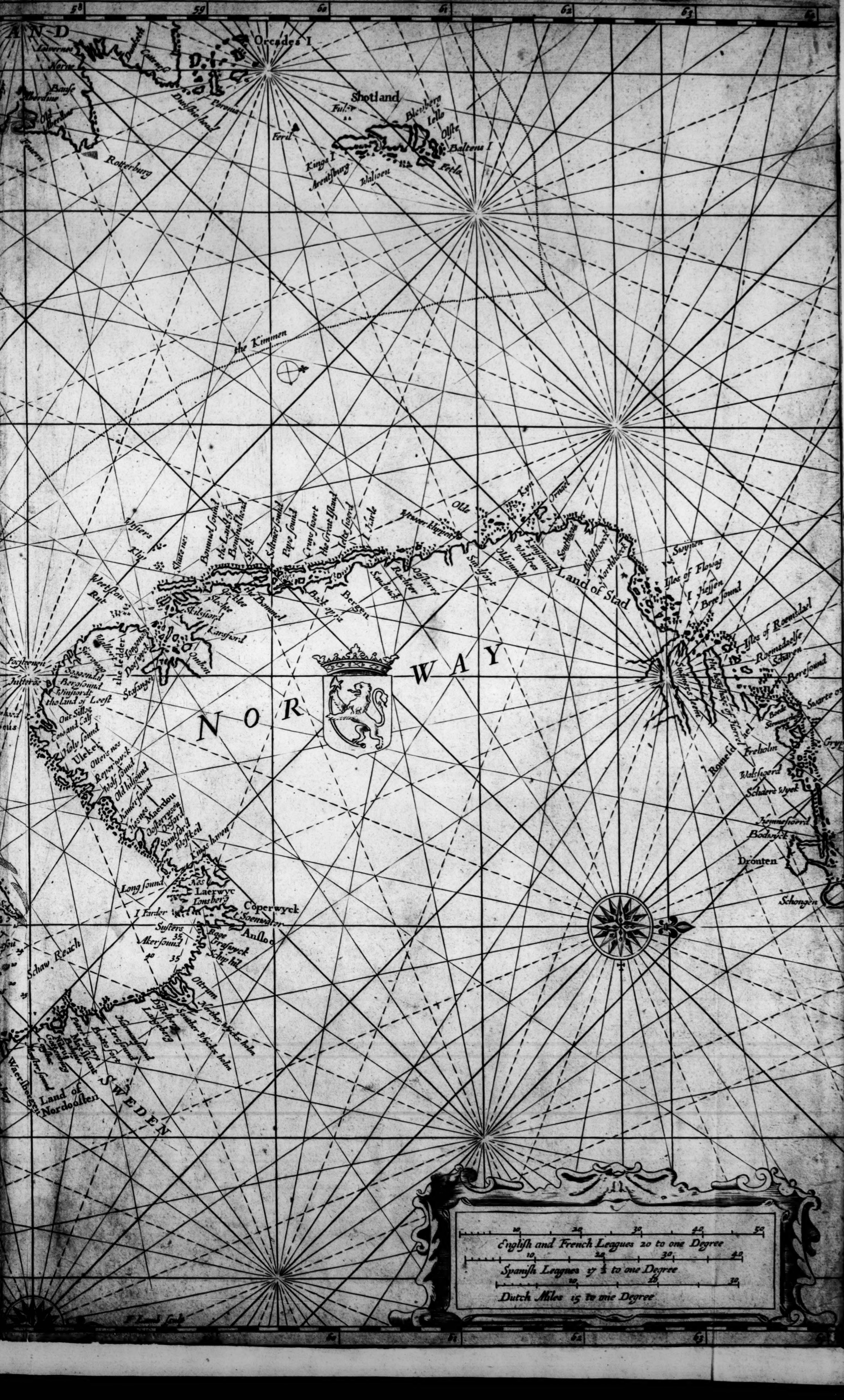

English Leagues 20 in one degree Lieues de France Vingt en un grade
10 20 30 40 50 60 70 80 90 100 110 120
Leaguas de Spania dessiseate Emedie un grada
10 20 30 40 50 60 70 80 90 100
Duytsche Mylen 15 in een graat
10 20 30 40 50 60 70 80 90
PART OF NOVA ZEMLA
NOVA ZEMLA
The Tartarian Sea
Hackluyts head land
Point Purchas
Foreland
Charles Island
Black point
Cross road
Deer sound
Horn sound
Point look out
Bell point
GREENLAND
Edges Island
Cape Blanco
Hope Island
Hopeless Isles
Low broken land
Cherry I.
North Cape
FINMARKE
LAPLAND
Kandalex
THE WHITE SEA
RUSSIA
Archangel
Colgoya
Candenos
Cape Barse
Way to Colmogro
A tree that shews like a Ships mast
Samoyde Island
Nevogro
Stone Reach
Duina Streame
The River Duina in Russia going up to Archangel
The Islands of Podesemske
S. Nicholas
Watchhouse
New Chanel
St. Nicholas Chanel
North Bodom
SWEDEN
Stockholm
SEA
LIFFLAND
BALTICK
CORLAND
Riga
POMERANIA
PRUSSIA
Rugen
Elsenburg
The Sound
Landskroon
Barsebeeke
Malmuyen
Southolm
North fleet
Fisher
Buoy upon Cassper Chanel
Buoy upon the Draker
Middle ground
Draker
Ween
Scarlet Isle
Coppenhaven
ZEE LAND
75 76 77 78 79
82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49


ENGLAND
SCOTLAND
Edinburg
Northumberland
New Castle
Yorck
Lincoln
Boston
London
Essex
Kent
Norfolk
Yarmouth
Flamburg head
Winterton ness
the Well
Doggers Bank
the Broad Fourteens
White Bank
Jutsche Riff
Flandria
Dunkerk
Ostend
Antwarpen
Rotterdam
Holland
Amsterdam
Campen
NEDERLAND
Friesland
Groningen
Emden
Enderland
Bremen
Keydingerland
Hamborg
Lubeck
HOLSATIA
JUTLAND
Fuynen
Zeeland
DENMARCK
Copenhagen
Schoonen
Haland
MEKELENBORG
Wismer
Rostock
Straelsound
Rugen
POMEREN
Stetin

A PLAT of the NORTH SEA

By William Fisher & Richard Mount, at the Postern on Tower-hill, London.

58
59
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Orcades I
Shotland
Fuil
Feril
Bleeberg
Lello
Olste
Baltens I
Kings I
Arentsburg
Walsoen
Fetela
Rotterburg
the Kimmen
NORWAY
Land of Stad
Isles of Floway
I Hessen
Bergen
Kinsfiord
Oostervoor
Isles of Roemsdael
Roemsdaelse Scharen
Bodwyck
Dronten
Schongen
Jutlerae
Coperwyck
Ansloo
Long sound
Laerwyc
I Farder
Susters
Akersound
Schip hil
Schaw Reach
Land of Nordoosten
SWEDEN
English and French Leagues 20 to one Degree
Spanish Leagues 17 ½ to one Degree
Dutch Miles 15 to one Degree
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30
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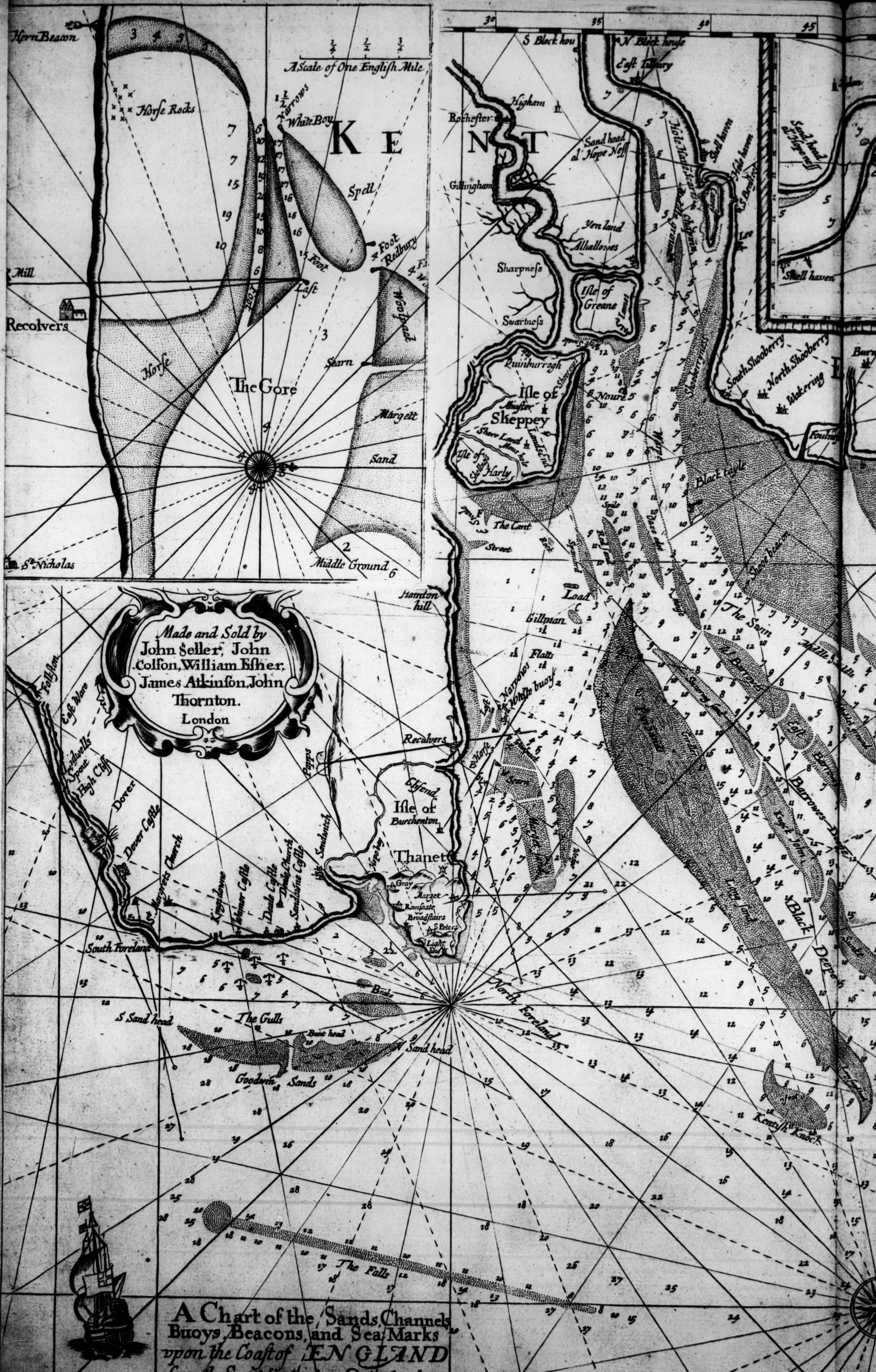
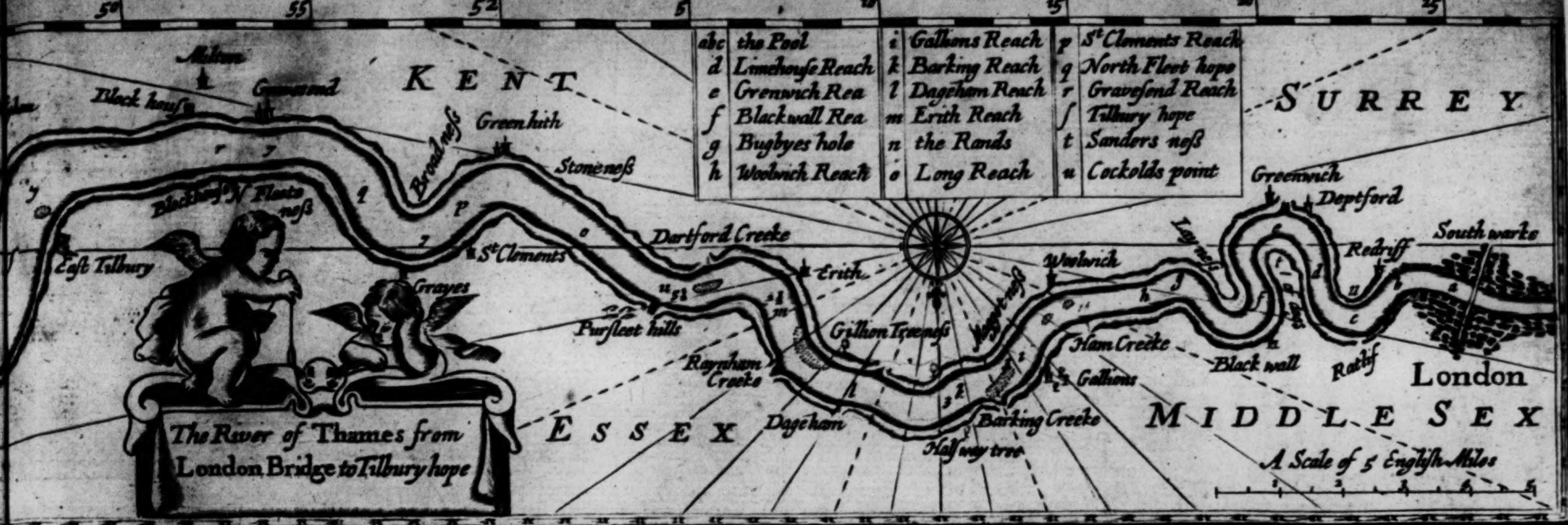
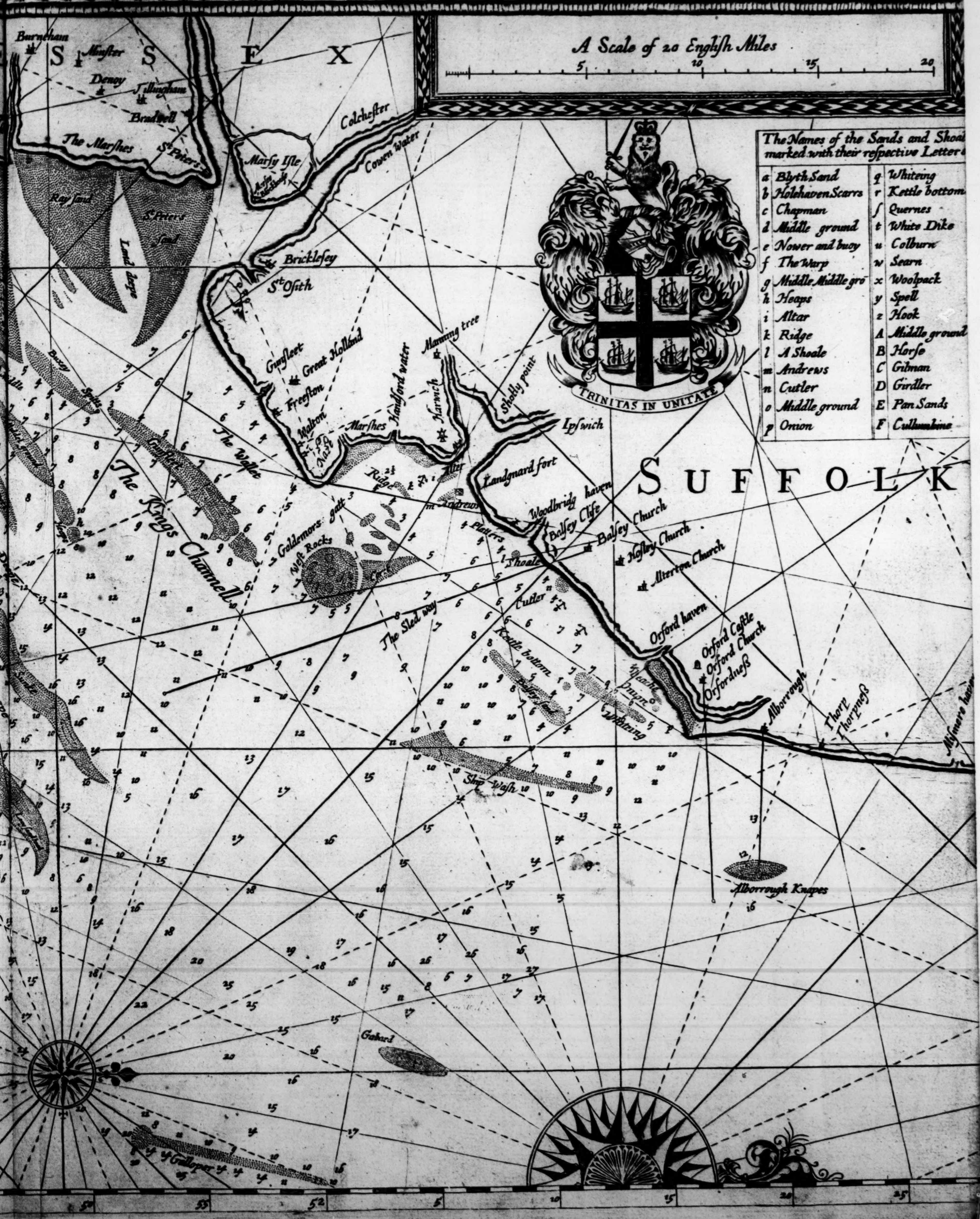


Hern Beacon
Horse Rocks
Narrows
White Boy
KENT
Spell
Foot
Last
Redbury
Woolpack
Mill
Recolvers
Horse
The Gore
Searn
Margett Sand
Middle Ground
St. Nicholas
A Scale of One English Mile
S Block hou
N Block house
East Tilbury
Rochester
Higham
Sand head al' Hope Ness
Gillingham
Yen land
Alhallowes
Sharpness
Isle of Greane
Swartness
Quinburrogh
Isle of Sheppey
Minster
Shore Land
Isle of Shellness
Harty
Noure
Shell haven
Hole haven
Canvey
South Shooberry
North Shooberry
Wakering
Shooberry ness
Black tayl
Shoe beacon
The Cant
Street
Load
Gillman
Flats
The Sun
Barrows
Barrowes Deeps
Black Deepe
Long Sand
Kentish Knock
Folkston
East Ware
Standwells Spout
High Cliff
Dover
Dover Castle
St. Margrets Church
Kingsdowne
Walmer Castle
Deale Castle
Deale Church
Sandowne Castle
Sandwitch
Papps
Recolvers
Elsend
Isle of Burchenton
Thanet
Margat
Ramsgate
Broadstairs
S. Peters
South Foreland
S Sand head
The Gulls
Brake
Goodwin Sands
N Sand head
North Foreland
The Falls
F. Lamb Sculp

Made and Sold by
John Seller, John
Colson, William Fisher,
James Atkinson, John
Thornton.
London

A Chart of the Sands, Channels
Buoys, Beacons, and Sea Marks
upon the Coast of ENGLAND
from the Southforeland to Orfordneſse
Sold by W: Fisher and R: Mount on Tower hill 169


The River of Thames from London Bridge to Tilbury hope
KENT
SURREY
ESSEX
MIDDLE SEX
a b c the Pool
d Limehouse Reach
e Grenwich Rea
f Blackwall Rea
g Bugbyes hole
h Woolwich Reach
i Gallions Reach
k Barking Reach
l Dageham Reach
m Erith Reach
n the Rands
o Long Reach
p St Clements Reach
q North Fleet hope
r Gravesend Reach
s Tilbury hope
t Sanders neß
u Cockolds point
Milton
Gravesend
Black house
East Tilbury
Blackhoſe N Fleete neß
Broad neß
Green hith
Stone neß
St Clements
Grayes
Purfleet hills
Dartford Creeke
Erith
Rayneham Creeke
Gillion Tree neß
Dageham
Halfway tree
Barking Creeke
Gallions
Ham Creeke
Woolwich
Black wall
Ratclif
London
Greenwich
Deptford
Redriff
South warke
A Scale of 5 English Miles
1 2 3 4 5


ESSEX
SUFFOLK
A Scale of 20 English Miles
5 10 15 20
TRINITAS IN UNITATE
The Names of the Sands and Shoals marked with their respective Letters
a Blyth Sand
b Holehaven Scarrs
c Chapman
d Middle ground
e Nower and buoy
f The Warp
g Middle Middle gro
h Heaps
i Altar
k Ridge
l A Shoale
m Andrews
n Cutler
o Middle ground
p Onion
q Whiteing
r Kettle bottom
s Quernes
t White Dike
u Colburn
w Searn
x Woolpack
y Spell
z Hook
A Middle ground
B Horse
C Gilman
D Girdler
E Pan Sands
F Cullumbine
Burneham
Munster
Denoy
Tillingham
Bradwell
St Peters
The Marshes
Marsy Isle
Colchester
Cowen water
Ray sand
St Peters sand
Land dege
Bricklesey
St Osith
Gunfleet
Great Holland
Freeston
Walton
The Naſe
Marshes
Handford water
Maning tree
Harwich
Shotly point
Ipswich
Landgnard fort
Woodbridg haven
Balsey Cliffe
Balsey Church
Hosley Church
Alterton Church
Orford haven
Orford Castle
Orford Church
Orfordneß
Alborrough
Thorp
Thorpneß
Mismore haven
The Wallet
The Kings Channell
Gunfleet
Goldemors gatt
West Rocks
Ridge
Andrews
Platters
Shoale
Cutler
The Sled way
Kettle bottom
Whiteing
Ship Wash
Alborrough Knapes
Gabard
Galloper
Deepe
50 55 52 5 10 15 20 25

BRITISH MUSEUM

The Coaſting Pilot.

CHAP. I.

Directions for Sailing from the Mouth of the River of Thames *to* Orfordneſs.

Tilbury Hope.

Blyth-Sand.

WHEN you break Ground from *Tilbury Hope*, if the Wind be Southerly, keep the South Shore cloſe aboard, but be careful of *Blyth* Sand, which lieth cloſe to the South-ſhore; and accordingly obſerve theſe Marks to carry you clear of it. Keep the Steeple of *Tilbury* Church a great Sail's breadth without *Swanſhead* Point; or if it be in the Night, or haſey Weather, keep your Lead, and come not within five fathom at low water, and ſeven fathom at high water on the South-ſide; and that depth will carry you clear without Nower-Head. the Sand (and thoſe depths will lead you down to the *Nower*-head). But if the Wind be northerly, then you muſt keep the North-ſhore, which is ſteep too, until you come as low as *Hole-Haven*, and ſo keeping the Soundings aforeſaid, you may come down to the *Nower*, and if you pleaſe you may come to an anchor at the Eaſt-end of the *Nower*; and that you may know how to anchor clear of the Sand, bring *Pricklewel* Steeple a Sail's breadth to the Eaſtward of the Wood that is on the North-ſhore by the water-ſide, and there you may come to an anchor.

From the Nower to the Northward through the Swin.

From the *Tail* of the *Nower*, or thwart of *Shooberry-Neſs*, to Black-Tail. the *Black Tail*, the Courſe is E. N. E. but if the Wind be Weſterly, you may keep along the *Eſſex*-ſhore, and you may wear off and on the Sand in ſix or ſeven fathom water; or keep the Hill to the Weſtward of *Bemflet* open of *Hadley*-Land above *Lee*, and that Mark will lead you down to *Black Tail*.

Thwart Marks for the *Black Tail*, are the Tuft of Trees upon the Kentiſh-ſhoar, called *Challock*-Trees, right over the Point of *Sheppy*, commonly called the *Lands-end*. From the *Black Tail* to the *Shooe-Beacon*, the Courſe is N. E. and you may borrow off and on upon the Sand in ſix, ſeven, and eight fathom water, till you come to the *Shooe-Beacon*; for there it is deeper and ſteep to the Sand. This is called the *Shooe-hole*, where you ſhall have 10, 11, 12, or 13 fathom, according as the Tide is, by which depth you may know where you are: This Hole is not above half a mile in length. Weſt-barrows head. Right againſt the *Shooe-Beacon*, a Tail from the *Weſt-barrows-head*, extends to the Weſtward very far, ſo that the Channel is narroweſt in that place.

From the *Shooe* to the *Whitaker-Beacon*, the Courſe is N. N. E. If the Wind be weſterly, you may borrow upon the Sand in ſix or ſeven fathom; and when you are right thwart of *Whitaker-Beacon*, the Mouth of *Bornham*-water will be di- The Buoy of the Buxey. rectly Weſt from you. From the *Whitaker* to the Buoy of the *Buxey*, or the entering in of the *Spits*, the Courſe is N. E. by N. about eight miles; you may borrow upon the Sand in five, ſix, or ſeven fathom, which will carry you clear within the Middle-Ground, and at the South-end of the Middle-Ground, there lieth a Buoy, which is a mile to the Whitaker-Beacon. Southward of the *Whitaker-Beacon*. If the Wind be Eaſterly, you muſt be careful to give the Buoy a birth, for the Tail of that Sand is flat, and ſhooteth over towards the *Whitaker*; being to the N. W. of this Buoy, edg over to the Eaſtward, and you ſhall have the deepeſt water toward that Sand about ſeven, eight, or nine fathom, according as the Tide is. This Sand is ſteep alſo; ſo that if the Wind be northerly that you are forc'd to turn down, ſtand not over to this Sand until your Water ſhoal, for you ſhall have eight or nine fathom, and the next caſt aground; but you may ſtand over to the middle Middle-Ground into five or ſix fathom.

When you are thwart of the Buoy of the *Spits*, and *Buxey*, you may ſteer N.E. by E. down the King's Channel, or if the Wind permit, to borrow upon the *Gunfleet* in ſeven or eight fathom water; then that depth will lead you down to the Buoy at the Eaſt-end of the *Gunfleet*.

From the Buoy of the Gunfleet, to the Northward.

When you are at the Eaſt-end of the *Gunfleet*, or thwart of the Buoy, in ten or twelve fathom; if you are bound out to *Norway*, the Eaſt-Sea, *Hamborough*, *Holland*, &c. ſteer out N.E. by E. and E.N.E. till you come into 20 fathom water, then you are clear of all, and direct your Courſe to the Place you are bound to.

But if you are bound for the North Coaſt of *England*, and would hale in for *Yarmouth-Road*, then from the Buoy of the *Gunfleet*, ſteer N.E. by E. till you have brought *Baudſey-Cliff* to bear from you N. W. by W. then you may borrow upon the *Shipwaſh* in ten or eleven fathom, or ſteer away N.E. by N. and N. E. till you bring *Alborough*-Church to bear from you N. N. W. then bear in with it N. N. W. till you come into nine or ten fathom, and that will bring you within the Sand called *Alborough Knaps*, on which there is ten or eleven foot at low water, but between that and the Shoar, there is ſeventeen or eighteen fathom. The thwart Mark for the South-end of it, is *Alborough*-Church W. N. W. for the North-end of it, the ſame Church W. S. W. The longſt Mark for it is *Orford*-Church and Caſtle one in another, going right upon it, but keeping them open a great Sail's breadth one of another on each ſide, carrieth you clear either without, or within the Sand.

To ſail into Colcheſter, or Malden Water.

When you are at the Buoy of the *Spits*, your Courſe is Spits. W. N. W. in four or five fathom, as the Wind ſerves; for the Ebb ſetteth upon a ſhoal that lieth to the Eaſtward, called the *Eddle*; and the Tide of Flood ſetteth on a ſhoal, cal- Eddle. led the *Knowl*, and is to the Weſtward of the going in, and Knowl. you may run down to the Southward borrowing in five fathom upon the Main, till you bring *Banbury*-Land (which is the high Land lying above *Malden*) a Sail's breadth open with *Bradwel*-point; which Mark will bring you between the *Eddle* and the *Knowl*. And run with theſe marks, till you bring a Steeple that ſtands on the North-ſhoar open of the *Red-Cliff-end*. So run with theſe marks open and ſhut, till you come to *Marzey* Block-Houſe, and there you may come to Marzey Block-Houſe. an anchor in ſix or ſeven fathom water.

To ſail into Harwich.

If you come from the Southward, keep *Harwich*-Steeple open a good birth of the *Cliff-end* to the Northward, and keep *Felſteed-Cliffs* open of the Beach on the Eaſt-ſide, and ſo you may go in; bearing cloſe by the Beach for fear of the Altar. *Altar*, which lies within a Cable's length of the Beach, and ſo you may go along clear, keeping by the *Beach* till you come to the *Worebore-head*, and then you may ſteer up with *Ipſwich* water, and anchor with *Harwich* S. S. W. in five or ſix fathom water; and the higher up the better ground, if you bring the Town South from you.

Directions for Harwich, coming from the Northward.

Andrew.
The Altar.

When you come from the Northward, and are ſhot paſt the *Whiting* as far as *Baudſey-Cliff*, keep *Orford* Church and Caſtle open of the Cliff, and that will carry you clear of the *Andrew*; and when you ſee the Light-houſes, bring them one in another, and get into four or five fathom water, or ſomewhat more towards a High-water, then run in about by the Point: The Channel lieth in N. N. W. But in the midſt of the Haven's Mouth lieth a Sunken Rock, called the *Altar*, which you muſt avoid; you may ſail about on both ſides of it, by the one ſhoar or the other, but alongſt the Eaſt-ſhoar is the beſt; being within it you cannot ſail amiſs, (except you run aſhoar) there you may anchor all over where you pleaſe before the Town, in five, ſix, or ſeven fathom; you may alſo go further into the *Bight*, for it is clean every where.

Alborough and Dunwich.
Orford-Neſs.
Orford-Church and Caſtle.

Between *Alborough* and *Dunwich* (about half way) lieth a Wood, which is high at both ends and the midſt low, in form of a Saddle; this you commonly ſee firſt, when you fall with the Land thereabouts, and is the beſt to know the Coaſt by; for the Land without, and to the Southward, is very low and ſhingly Ground. About four Miles to the Southward of *Alborough*, lieth *Orford-Neſs*, between them both there ſtand two Woods, which ſhew at a diſtance like Caſtles. On *Orford-Neſs* ſtandeth a low Steeple, and a great Caſtle, which hath a large Tower open above with Windows in it like a Steeple. Before *Dunwich* you may anchor, there is good lying in eight or nine fathom water, ſomewhat ſoft ground; before *Alborough* is the beſt Road of all the Coaſt thereabouts, in ſix or ſeven fathom.

What Moon maketh full Sea.

Before the *Thames*-Mouth, at *Harwich*, and *Orford-Neſs*, a S. S. E. Moon maketh full Sea.

Courſes and Diſtances.

From the *North-Foreland*, to *Orfordneſs*, N.	15 leagues.
From the *Galloper* to *Orfordneſs*, N. W.	9 or 10 leagues.
From the *Naze* near *Harwich*, to the *Maes* in *Holland*, Eaſt	31 leagues.
From *Orfordneſs* to the *Texel*, E. N. E.	39 leagues.

CHAP. II.

Deſcribing the Coaſt of England, *between* Orford-Neſs *and* Burnham.

Whiting-Sand.
Great Danger.

THE *Whiting* is a ſmall long Sand, lying to the Southward of *Orford-Neſs*, and lieth in the Fair-way. The South-end lieth farther from the Land than the North-end. There is not above five or ſix foot upon it at Low-water. Coming from the Northward, they commonly ſail to the Weſtward of it, that is, between the Main and the *Whiting*, toward the *Naze*. You may alſo ſail along to the Eaſtward of it, between the *Whiting* and *Baudſey*-Sand. The North-end of the *Whiting* lieth cloſe alongſt the Shore, and lieth from the Light-houſe on *Orford-Neſs* S. S. W. It is ſo exceeding ſteep and ſharp, that you ſhall at one Caſt have nine fathom, and the next but five, and then you are not above a Ship's length from it, and before you can heave the Lead again, you will be upon it; and when you are aground afore, you will have five or ſix fathom a-ſtern. All along the inner-ſide it is very ſteep, ſo that you cannot ſound it but on the out-ſide; you may run alongſt by it in five fathom, till you come within the Sands. When you come from the Northward, and would ſail through within the *Whiting*, you muſt run cloſe alongſt by the Shoar, and then S. W. about by the Point of *Orfordneſs*, till you come within the North-Point of the *Whiting*. When the Steeple of *Orford*-Church bears N. W. of you, then you are right thwart of the North-point of the *Whiting*; being within it, ſail again more Southerly, as S. W. by S. towards *Baudſey*-Cliff.

Alborough Knaps.

Alborough-Knaps is a Sand that lieth about five Miles from *Orfordneſs*, due Eaſt from *Alborough*. The Mark to carry you clear of it, is to keep *Orford*-Church and Caſtle open one of the other, a great Sail's breadth. Upon this Sand is but two fathom and a half at Low-water; if you come within it you will have twelve or thirteen fathom, and without ſixteen fathom.

From Alborough alongſt by Dunwich and Covehith.

Southwould.
Dunwich.
Leyſtaff.
The Holms.
Winterton

The Coaſt lieth North by Eaſt, ſomewhat Eaſterly, from *Covehith* to *Leyſtaff*, North and South, two leagues. Between *Dunwich* and *Covehith*, lieth the Haven of *Southwould*, which is a ſmall Creek, and a little within it divideth it ſelf into three parts; upon the Northermoſt-Arm lieth *Southwould*, upon the Middlemoſt *Walderſwick*, and upon the Southermoſt *Dunwich*. *Covehith* hath a high Spire-ſteeple, thwart of which lieth a ſhoal, called the *Bernard*, not far from the Land, which ebbs almoſt dry at low-water, but at half-flood you may ſail through between it and the Land in two fathom: the outer ſide is very ſteep, ſo that you cannot come nearer it than nine or ten fathom. When *Eaſtneſs* is W. N. W. from you, then you are to the Southward of the ſhoal; and when the Steeple of *Covehith* bears S. W. by W. from you, then are you two leagues to the Northward of it. To the Northward of *Covehith* lieth *Leyſtaff*, and two leagues to the Northward of that lieth *Yarmouth*, which hath a great Spire-Steeple, and ſtandeth a great Muſquet-ſhot within the Land from the Town; ſo that in ſailing, you may bring the Steeple on both ſides of the Town. Off from *Leyſtaff*, begin the Sands, called the *Holms of Yarmouth*, and lie alongſt to the Northward paſt *Yarmouth* until you come thwart of *Winterton*, there are divers Channels through them, in which you may ſail; alſo you may ſail within theſe Sands to *Winterton*.

Other Directions to ſail within Yarmouth-Sands, and ſo out by Winterton-Neſs.

Bernard.

Firſt you muſt ſteer North, and N. by E. and borrow on the Shoar in ſix or ſeven fathom, till you come in the midway between *Alborough* and *Dunwich*, where you muſt give the Shoar more birth, and come no nearer than five or ſix fathom; and ſo you may borrow on the Shoar, till you come between *Southwould* and *Covehith*: And when *Covehith*-Church bears Weſt, you are then thwart of the South-end of the *Bernard*, it lieth N. E. into the Sea. And to go clear of the N. E. end of it, keep *Southwould*-Steeple open of the South-end of the Cliff, till you bring *Leyſtaff*-Mill open to the Northward of the Town, then may you ſteer with the Town of *Leyſtaff*, keeping the Light-houſes in one to go within the *Knock*; but to go without the *Holmhead*, keep the *Knock* Beacons one in another, or (if you can ſee it) keep *Goulſton*-Steeple open and ſhut of the Waters-edg and Beach-end, and ſo you may go in the beſt of the Channel. Alſo upon an Ebb, if occaſion ſerve, you may borrow into four fathom of the North-end of the *Bernard*, or *Newcome*, (for they point both together) and having *Pakefield* Church Weſt, you may go in with the Shoar, or you may go off in eleven or twelve fathom water; and to go through the *Stamford*, bring the top of the Turret (on the Clock-houſe) over the White-houſe in the midſt of the Town.

If you would ſail through before *Leyſtaff* within the Sands, then look out for the Light-houſes which ſtand by *Leyſtaff*, (which are two little white Houſes) the one ſtandeth on the *Shingle* by the Sea-ſide, and the other upon a little Homock ſomewhat farther within the Land; when you are to the Southward, then they ſhew themſelves to the Northward of the Town, but come at length thwart of it. To ſail in there by Night, bring theſe Light-houſes N. W. by N. or ſomewhat more Northerly, and ſail right in with them; and when the Church of *Leyſtaff* cometh to the Southward of the Town, over a Houſe by the water-ſide, then you are in the Channel, where there is no more than three fathom at low-water. In keeping theſe Light-houſes one in the other, ra-

ther

To come within the Holms of Yarmouth

ther bring the innermoſt a little to the Northward of the outermoſt, to avoid a little Flat lying on the South-ſide of the Channel; run in till you come againſt it in two fathom and a half, and two fathom, as near as you will; then go up Northward alongſt by the Shoar, you ſhall then meet with another Flat, whereon at low-water is ſcarce two fathom. You may anchor before the Flat with loaden Ships, and ſtay for high-water, it floweth there about eight foot up and down: as ſoon as you are over the Flat it will be five, ſix, and ſeven fathom deep, edg then to the ſhoar and ſail towards it; and when you come before the Brew-houſe there is a Road, where you may anchor in five or ſix fathom; from thence Northward towards *Yarmouth* alongſt the ſhoar, is all over good Anchor-ground.

Yarmouth Haven.

About a mile, or ſomewhat more to the Southward of the Town of *Yarmouth*, is the Haven of *Yarmouth*, it hath two wooden Heads. You muſt ſail in between them about High-water when the ſtrength of the Flood is ſpent: at half-flood it's dangerous, becauſe of the ſtrong Tide which will forceably carry you on ſhoar into the *Bight*: It's alſo beſt to go in alongſt by the South-head, for there it is deepeſt water. In *Yarmouth*-Road they commonly anchor to the Northward of the Haven; right thwart of the Town in five, ſix, ſeven, or eight fathom, the nearer the Sands the deeper water, all good ſandy and ſoft Ground.

Yarmouth Road through the Holms.

S.Nicholas Channel.

If you ſail into *Yarmouth*-Road, then bring the Spire-Steeple that ſtandeth to the Northward of *Yarmouth* within the Land, over the Fort, or bring the Mills to the North-ſide of the Town: keep theſe Marks ſo, and go in W. N. W. You will find in this Channel no leſs than eight or nine fathom at half-flood; this is called St. *Nicholas*-Channel. On the North-ſide it's deepeſt; being come into the Road, you may anchor right before the Town in five or ſix fathom.

Thwart of the Haven of *Yarmouth*, there is a Channel through the *Holms*. To ſail in there (coming from the Southward) bring the Steeple over the North-ſide of the Haven, between the great Tree and the aforementioned Fort, and ſail right in with them, and keep theſe Marks ſo ſtanding. Within the *Holms* there lieth a Flat on the Starboard-ſide (a little to the Northward of the Haven) called the *Middle-Ground*, you may ſail about it on both ſides; the inner ſide in five fathom, but towards the *Holms*, or to the Eaſtward of it, in eight or nine fathom. From *Yarmouth* to *Winterton*, the Coaſt lieth N. by W. and N. N. W. two leagues.

Directions for ſailing through Yarmouth-Roads, and ſo through by Winterton-Neſs.

From *Alborough*-Bay, your Courſe to *Yarmouth*-Sands, is N. by E. and when you are thwart of the South-end of the *Holm-Head*, you will have ſeventeen or eighteen fathom water, which is directly thwart of *Leyſtaff*, and being paſt that, you may borrow upon the Sand in ſeven, eight, or nine fathom water, till you have brought *Goulſton*-Steeple (which is the Southermoſt of the two) over the North Peer of *Yarmouth*, and ſteer with thoſe Marks, one over the other, till you come to ſix or ſeven fathom water; and you may anchor at the South-end of *Yarmouth*, or before it, as you think convenient, in ſix, ſeven, eight, or nine fathom water: From whence, if you are bound to the Northward, and would go by *Caſtor-Neſs*, ſteer alongſt the Shoar in 5, 6, or 7 fathom, till you have brought the Light-houſes one over the other, and then bear in within the *Cockle*, borrowing upon the Main in ſix, five, or four fathom, until you come thwart of *Winterton*, and that depth will lead you till you come within the *Middle Ground* (that hath not above twelve foot at low-water); and when you have brought the upper of the two Light-houſes to the Northward of *Winterton* S. S. W. from you, then ſteer out N. N. E. till you come into eight or nine fathom water, and then you may be ſure you are without the *Neſs*, and may ſteer away alongſt the Coaſt as the Wind will permit.

Cockle.

There is alſo another Mark to carry you clear of this Sand, as follows. There are two Light-houſes to the Southward of *Winterton*, the lowermoſt of which was lately erected, bring theſe two Light-houſes one in the other, and that will carry you clear in, or out; that is, between the North-end of the *Cockle*, called the *Middle-Ground*, and a ſmall Sand, called the *North Knowls*, which is about half a mile N. by W. from *Winterton-Neſs*, upon which there is but thirteen foot at low-water.

Cockle & Knock.

But if you be in *Yarmouth-Road* with a Ship that draweth ſeventeen or eighteen foot water, your beſt Courſe is to go to the Northward between the *Cockle* and the *Knock*. The Marks for this Channel are as followeth. You muſt bring the Southermoſt round Tower of *Yarmouth* to bear with the two Southermoſt Mills, and ſo run until you bring the ſaid Tower open of the Mills the breadth of the Tower, and ſo ſteer to the Northward with that Mark, which will carry you out between the two Sands.

Dogs-head.

Alſo there is another nearer Mark, (but they come all to one) which is the Wind-mill that ſtands on the N. W. part of the Town, a little Sail's breadth to the Weſtward of the N. W. Tower of *Yarmouth* (it ſheweth like unto a Dove-houſe). This Mark will lead you to the Northward, and you ſhall not have leſs than ſix or ſeven fathom, until you come to the *Dogs-Head* (which is a Shoal that lieth thwart between the two Sands) on which there is about four fathom, or four fathom and a half at low-water; and when the Wind-mills come one in another, then you enter upon the South-part of this ſhoal, which will continue without deepning or ſhoaling, until *Winterton*-Church and the Light-houſe be one in another, and then you will preſently come into deeper water, and may ſteer away to the Northward, N. W. by W. or N. W. by N. and this Courſe will carry you clear.

If you come from the Northward, and would go into this Channel, do thus: To the N. W. of *Haſeborough* you will ſee a low Church, keep that a Sail's breadth off *Haſeborough-Cliff*, and ſteering directly with this Mark, will bring you to the Channel aforeſaid.

To bring you into this Channel, and to know the right Church which muſt be open and ſhut off the *Cliff* of *Haſeborough*, is this: When *Haſeborough*-Church bears N. W. by W. from you, ſteer away S. E. by E. and that will bring you into the Marks and Channel aforeſaid, and within all the Overſals that lie ſhort of *Winterton-Neſs*.

To ſail by Winterton-Neſs.

The *Neſs* hath formerly been very ſhoal and dangerous, but is now worn away, ſo that Ships may run between it and the Main, and you will have three fathom water at half-flood; but if you ſail without the *Neſs*, there is a Channel between it and a *Middle-Ground*. And the Marks to carry you through, are to bring the two ſmall Light-houſes one in another, and keep the great Light-houſe South of you, ſo will you keep in the beſt of the Channel.

From *Winterton* to *Haſeborough*-Point, the Courſe is N. W. three leagues. From *Haſeborough* to *Cromer*, the Courſe lieth W. by N. and W. N. W. four leagues.

Being at *Haſeborough*, your Courſe to *Flamborough-Head*, is N. W. as you take the Tide: For the Flood ſetteth over *Bornham-Flats*, and the Ebb croſs to Sea; and being ſo far to the N. W. as you can ſee *Haſeborough*-Steeple, (which is the higheſt Steeple on all the Coaſt) you will have ten fathom water, and when you have it S. S. E. then *Cromer*-Steeple will be S. S. W. and being in this Courſe, half over the *Well*, you will have ſometimes ſeven or eight fathom, and ſometimes more. From *Flamborough-Head* to *Newcaſtle*, the Courſe is N. W. ſomewhat weſterly.

The Land lieth from *Cromer* to *Bornham*, firſt, W. N. W. and W. by N. and then Weſt, and Weſt by South, nine leagues.

Thwart of *Mockbeggars-hall*, not far from the Shoar, lieth a little Flat, over which no Ship can ſail, but you may come within ſix or ſeven fathom of it; you may alſo run betwixt it and the Land in two fathom water.

To ſail into Blakeney.

From *Cromer* to *Blakeney*, it is two leagues. At *Blakeney* ſtandeth a high Steeple, which you may ſee a long way over the Land; when that comes to a little Steeple, then you will ſee the firſt Buoy of the Channel, which lieth at the South-end of the *Pole* and *Piper*, (which is a Sand at the Weſt-ſide of the Channel of *Blakeney*) go from the firſt Buoy, to the ſecond, and ſo alongſt by them till you come unto the Haven; this is a Tide-Haven, and falleth dry at low-water.

To ſail into Wells.

Three leagues to the Weſtward of *Blakeney*, lieth *Wells*, betwixt them lieth the aforeſaid ſhoal, called the *Pole* and

Piper;

Dole and Piper. *Piper*; there is alſo a ſhoal that lieth far off from the Land, at the Weſt-end of which goeth in the Channel of *Wells*: The Beacons that you ſail by, ſtand all alongſt by the *Piper*. When *Hoebrom* beareth E. S. E. from you, and the Trees againſt the Steeple, then you may ſail into the Haven of *Wells*, which is a Tide-Haven.

Directions for Lin-Deeps, and the Coaſt between Winterton-Neſs and the Sporn-Head.

From *Winterton-Neſs* to *Flamborough-Head*, your Courſe is N. W. In which Courſe, when you come into the *Well*, which is near *Blakeney*, when it bears S. S.W. and S.W. by S. from you; there you have divers Overſals, upon ſome of them there is not above thirteen or fourteen foot at low-water, and are very ſhort Knowls. Many Men are of opinion, it is Sand grown up about ſome Veſſels that were ſunk, as they were coming from *Newcaſtle*, in Queen *Elizabeth*'s days, and ſome ſince; ſo that it is very dangerous for a Ship that draweth ſixteen or ſeventeen foot water, to go through the *Well*; for no Man can ſhape a Courſe to be certain to go through the *Well*, eſcaping the Overſals, they being ſo many, and lying ſo ſcattered in your Courſe between *Flamborough-Head* and *Winterton*. But in your W. N. W. and E.S.E. Courſes, between the *Sporn* and *Norfolk*-Coaſt, there is no fear of Overſals; for in that Courſe you ſhall have eight or ten fathom, a certain depth for three or four leagues together.

Overſals and Knowls.

Between *Wells* and *Burnham*, there lieth a Sand, called *Burnham-Flats*, by which you may ride in five or ſix fathom water. If you would ſail into *Burnham*, you muſt go in at high-water, and bring the Steeple againſt the Block-houſe, and ſo ſail in by the Beacons, leaving them on your Larboard-ſide: This is a Tide-Haven.

Burnham. From *Burnham* to *Chappel-Land*, the Courſe is W. S. W. two leagues; to the Northward of it lieth the *Sonk*, which is a Sand that dries at low-water. You may ſail about it on either ſide into *Lin*.

To ſail into the Eaſtern Channel of *Lin*, go to the Eaſtward of the *Sonk*, and bring the Wood over the Point of *Chappel-Land*, Eaſt from you, then go in S. S. W. and by little and little more Weſterly; till you come about the Point, there the Buoys and Beacons will ſhew you the way in.

When you come about the Point, you may run through by the Sand into the Northern Channel, or ſail out by the ſame into the Sea, by the Buoys and Marks thereof: This Northern Channel lieth N. E. and N. E. by N. and is very well Buoy'd and Beacon'd.

You may alſo ſail to the Weſtward of the *Sonk*, S. by E. alongſt by it, and ſo run unto the firſt Buoy, from thence alongſt by the Beacons into *Lin* before the Town. When you come from the Eaſtward, you may run through within the *Sonk* alongſt by *Chappel-Land*, S. by W. unto the foreſaid firſt Buoy. Lin.

Boſton Deep. To ſail from *Cromer*, or *Blakeney*, unto *Boſton*-Deep, you muſt go W. by N. till you come by the Land between *Wells* and *Burnham*, right againſt which lieth a Bank called *Burnham-Flats*, North, a league into the Sea, which at low-water lieth dry in divers places. You may run the foreſaid Courſe (when you are by *Cromer*, or *Blakeney*, a little without the Land) and may go to the Northward of this Bank, at high-water you may go over it. The Ground on the North-ſide goeth up flat and plain, run boldly to it without fear, until you come into three or four fathom; ſo that he which uſeth his Lead, can take no hurt by it, but on the inner ſide it is very ſteep: as ſoon as you are over the ſhoaleſt, you will ſuddenly get deeper water, and good ſandy Ground: within it is good riding for Eaſterly Winds.

The Depths of Water about theſe Places, alſo in what Depth you may ſee the Land.

Five or ſix leagues without *Leyſtaff* and *Yarmouth*, S E. by E. in the Sea, it is twenty ſeven, and twenty eight fathom deep, in which depth you may ſee the Land. E. N. E. about ſeven leagues from the Land thwart of *Yarmouth*, it's fifteen fathom; the Ground red groſs Sand, with little round Stones; being there you may juſt ſee the Land upon the Deck.

Thwart of *Winterton* and *Cromer*, ſeven or eight leagues from the Land, it's eighteen or nineteen fathom deep, in which Depth you may ſee the Land.

The Setting of the Tides; alſo what Moon maketh Full-Sea.

At *Leyſtaff* and *Yarmouth*, a S. S. W. Moon maketh high-water.

Without the Banks of *Yarmouth*, and before *Cromer*, a S. E. Moon maketh Full-ſea.

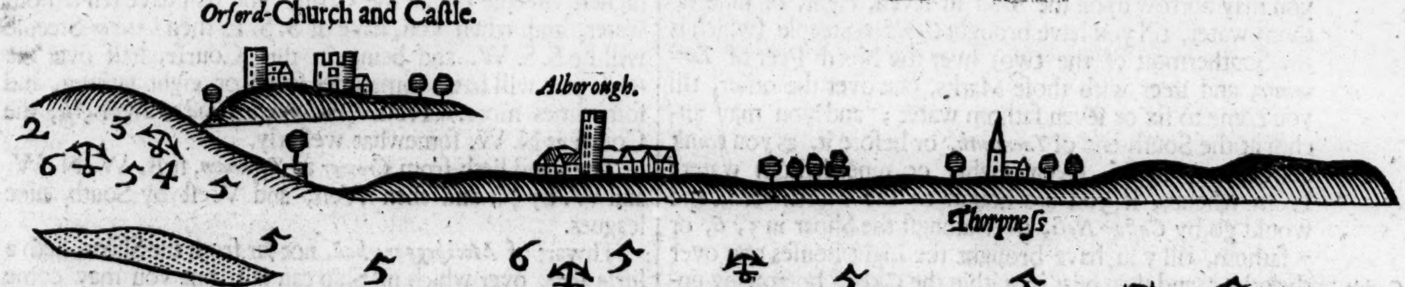
Betwixt the Banks of *Harwich*, and the *Holms* of *Yarmouth*, the Flood ſetteth South, and the Ebb North.

Thwart of the Banks of *Winterton* and *Cromer*, the Flood ſetteth S. S. E. and the Ebb N. N. W.

Courſes and Diſtances.

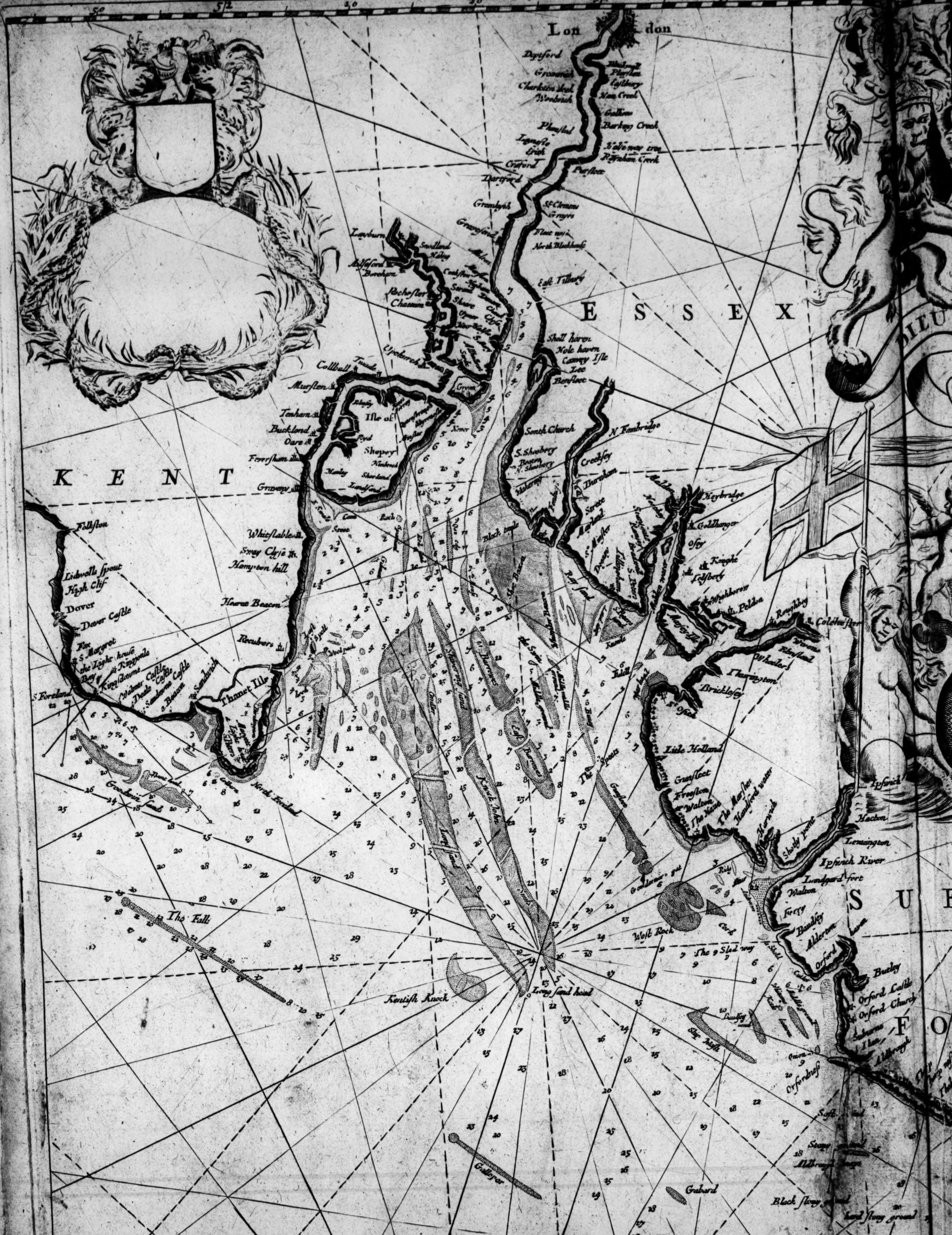
From *Yarmouth*, or *Leyſtaff*, to *Walcheren*, or the *Wielings*, S. E.	28 leagues.
From *Cromer* to the *Texel*, the Courſe is Eaſt,	39 leagues.

How theſe Lands appear at Sea.



Thus ſheweth the Land from *Orford-Neſs* and *Thorp-Neſs*.

Dunwich.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Greenwich
Charleton dock
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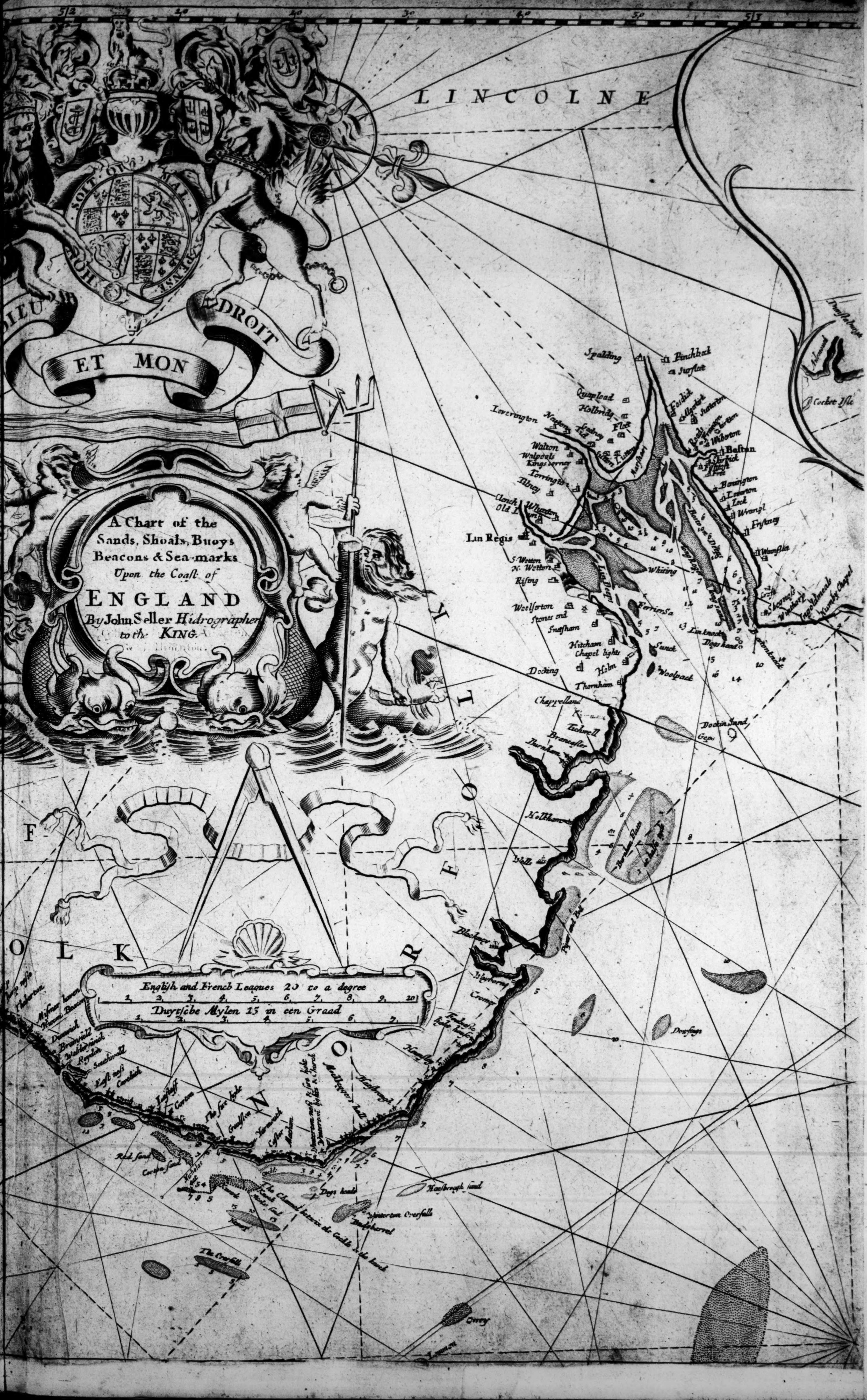
Blackwall
Plurſtet
Eaſtbury
Man Creek
Gallions
Barking Creek
Plumſted
Lagneſte
Erith
Half way tree
Rainham Creek
Purſleet
Crayford
Dartford
Greenhyth
St Clements
Greyes
Graveſend
Fleet way
North Blackhouſe
East Tillbury
ESSEX
Shell haven
Nole haven
Camvey Iſle
Lee
Benfleet
Sonth Church
N. Fambridge
S. Shoebery
Beacon
N. Shoebery
Creekſey
Wakering
Foulneſs
Burnham
Malden
Heybridge
Goldhanger
Oſey
Knight
Tolſbery
Wyvenhoven
Peldon
Mersey Iſle
Roughbey
Colcheſter
Wivenhoe
Bricklesey
Thorrington
Wheeler
St Oſeth
Litle Holland
Gunfleet
Frooſton
Walton
The Naze
The Marſhes
Handford water
Harwich
Shotly point
Ipſwich
Hacton
Levington
Ipſwich River
Landguard fort
Walton
Ferry
Bawdſey
Alderton
Orford haven
Butley
Orford Caſtle
Orford Church
Sudburne
Aldbrough
SUF
FO
Leyburn
Ailſeford
Borcham
Rochester
Chattam
Upchurch
Collball
Murſten
Tenham
Buckland
Oare
Feverſham
Graveny
Isle of Shepey
Minſter
Shorland
Leyſdown
KENT
Folkſton
Lidwells ſpout
High Clif
Dover
Dover Caſtle
S Margret
the Light houſe
Bay
Kingsdowne
Ringgoule
Walmer Caſtle
Deale Caſtle
Sandowne Caſtle
a Beacon
Sandwich
S Foreland
Whitſtable
Sway Clyfe
Hampton hill
Hearne Beacon
Reculvers
Thanet Iſle
Margate
Light houſe
North Foreland
Goodwin ſands
Black taile
The Shoe Beacon
Ray ſand
Knock John
Long ſand
Kentiſh Knock
Long ſand head
The Spits
Gunfleet
Barrowes
Eaſt Barrowes
Middle ground
The Fall
Gallopar
Gabard
Woſt Rock
The Sled way
Cork
Ship waſh
Bawdſey ſand
Whiting
Orfordneſs
Black ſtony ground
hard ſtony ground
Soft ground
Stony ground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HONI SOIT QUI MAL Y PENSE
DIEU ET MON DROIT
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NORFOLK
English and French Leagues 20 to a degree
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Duytsche Mylen 15 in een Graad
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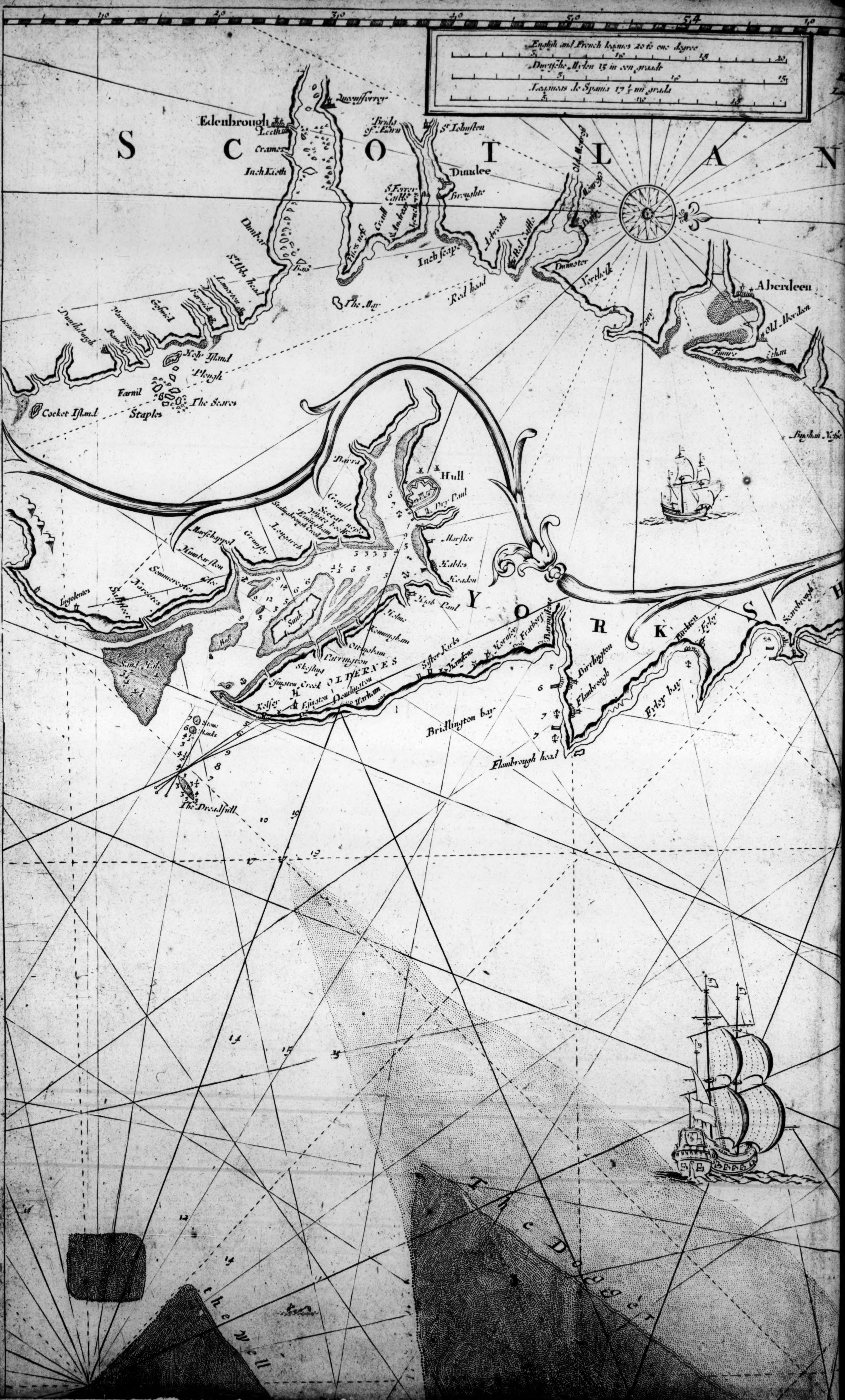
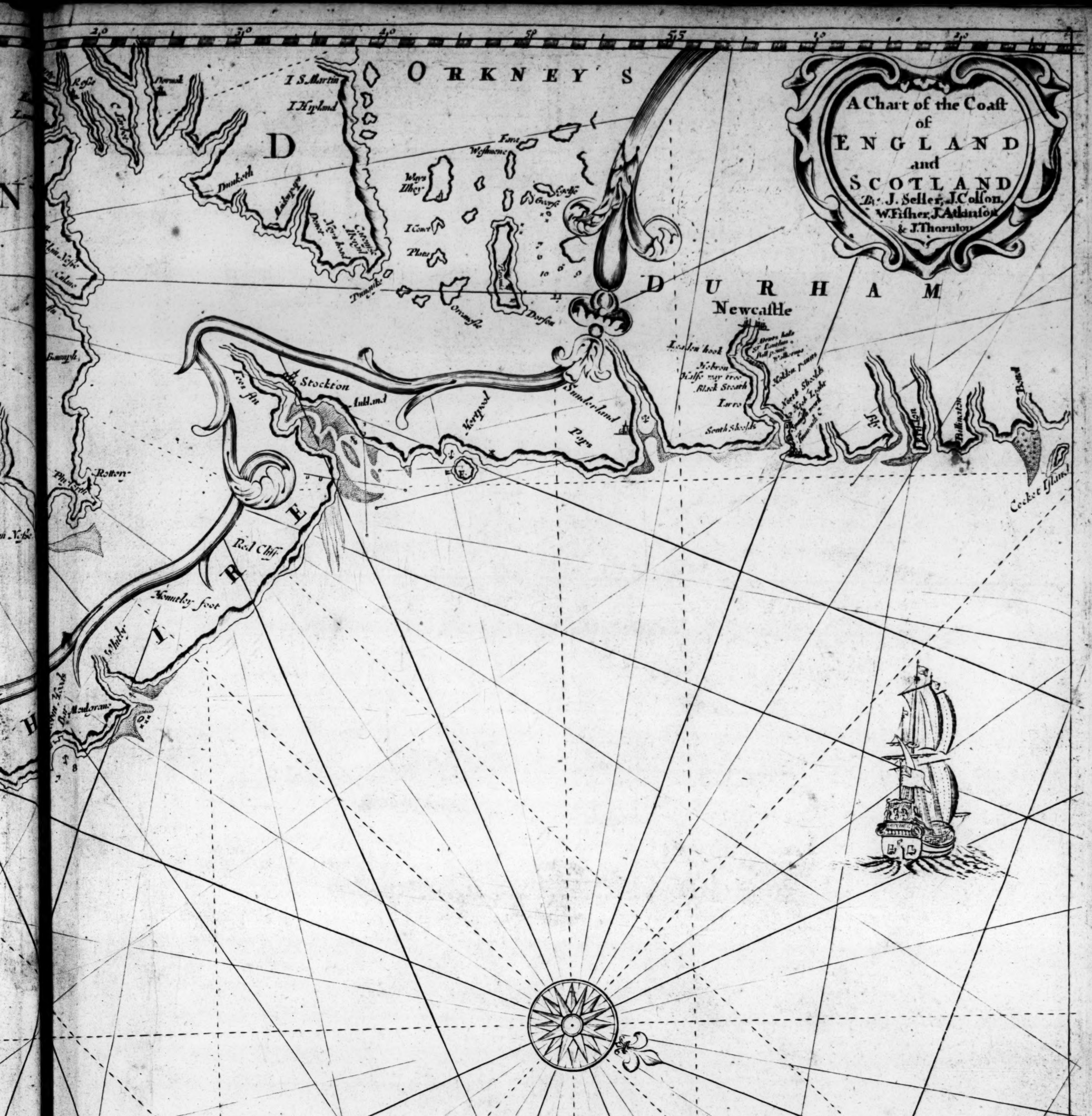
Surfleet
Quapload
Holbridg
Fleet
Leverington
Newton
Tid
Gedney
Sutton
Lutton
Marshland
Fosdick
Algerkirk
Sutterton
Roads
Frampton
Kirton
Wiberton
Boston
Skirbick
Fishtoft
Frie
Benington
Leverton
Leak
Wrangl
Frisney
Wainflet
Croft
Skegness
Winthorp
Ingoldmeals
Humby Chapel
Drusselbrugge
Cocket Isle
Walton
Walpools
Kings corner
Torrington
Tilney
Clench
Old Lin
Whaston
Lin Regis
S. Wotton
N. Wotton
Rising
Woolferton
Stones end
Snetsham
Hitcham
Chapel lights
Holm
Docking
Thornham
Chappelland
Tichwell
Brancaster
Burnham
Holkham
Wells
Blackney
Wayborn
Cromer
Lin Deeps
Whiting
Boston Deeps
Long Roger
Long sand
Ferrien Sa
Sunck
Woolpack
Linknock
Dogs head
Boston knock
Dockin Sand
Geps
Burnham Flatts
at halfe flood
Pipes and Bolt
Dowsings
Foulnesse light houses
Hamsley
Hasbrough
Mockbeggers hall
Winterton ness & fire light
Winterton lights & Church
Marham
Caster
Yarmouth
Goulston
The fire light
Corton
Leastoff
Cavelick
East ness
Southwould
Reydon
Walderswick
Bromsell
Dunwich
Misner haven
Hirsom Beacon
Thorp
Thaberton
Red sand
Corton sand
Nicholas gat
Cockle
Dogs head
Hasbrough sand
Winterton Oversalls
Barber sand
Newarp
The Channel between the Cockle & the Knock
The Knock
Mockes sand
The Oversalls
Owery
Lemon

A Chart of the Sands, Shoals, Buoys Beacons & Sea-marks Upon the Coast of

ENGLAND

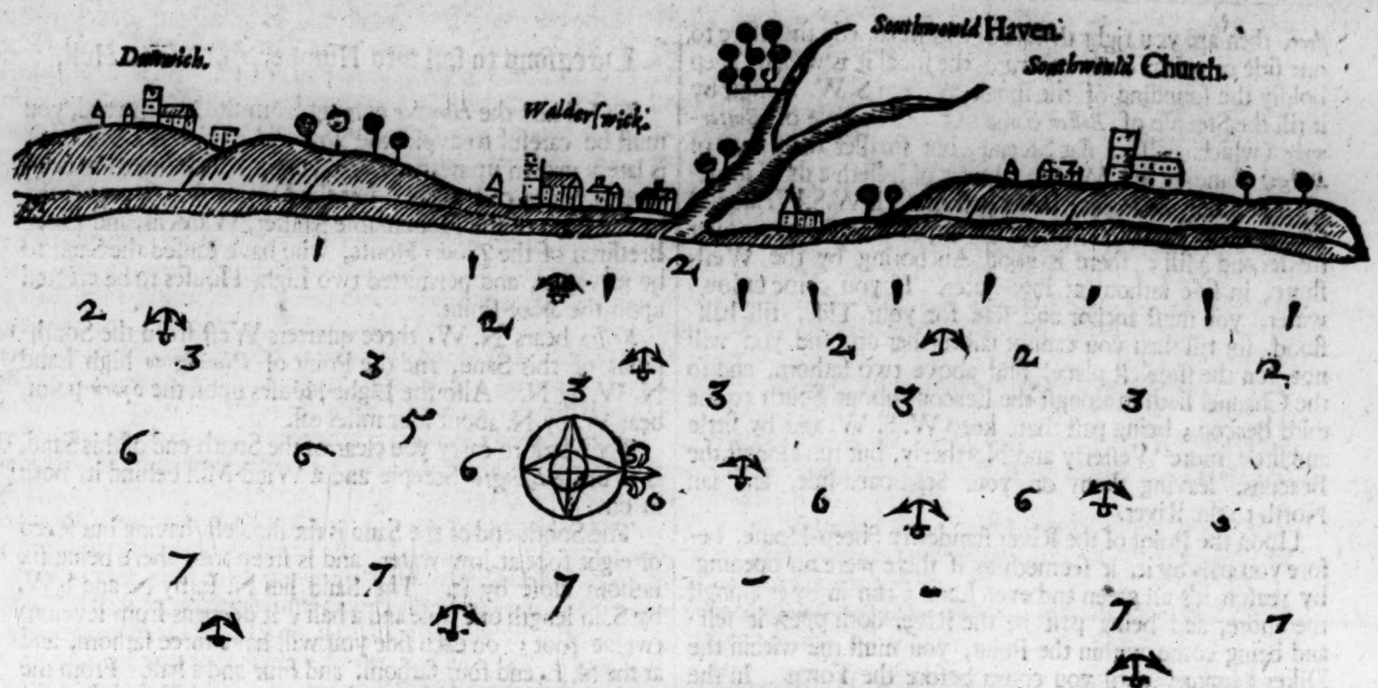
By John Seller Hidrographer to the KING


10
20
30
40
50
54
10
English and French leagues 20 to one degree
5
10
15
20
Duytsche Mylen 15 in een graade
5
10
15
Leguas de Spania 17 ½ un grada
5
10
15
S C O T L A N
Edenbrough
Leeth
Queensferry
Brids of Edorn
St Iohnston
Crames
Inch Kieth
Dundee
Broughte
S Ferrer Castle
Crall
St Andrews
Fifes ness
Dunbar
Bass
St Abbs head
Lamerton
Farwick
Goswick
Warnemouth
Bamburgh
Dunstlebrugh
Holy Island
Plough
Farnil
The Scares
Staples
Cocket Island
The May
Inch scape
Red head
Arbroath
Red Castle
Old Montrosse
Montrosse
Bervy
Dunnoter
Northelk
Aberdeen
Old Aberdeen
Ethan
Buchan Ness
Hull
Dry Paul
Barra
Goustla
Scetar ness
White booth
Emmingham
Stalingbrough Creek
Longarch
Grimsby
Marschappel
Humbarston
Sommercotes
Narcotes
Saltfleet
Ingolentes
Marsfleet
Kables
Keadon
High Paul
Holme
Remmingham
Ottingham
Patrington
Skeffling
Sunk
Bull
Sand Hals
Esington Creek
OLDERNES
Kelsey
Esington
Dewlington
Warham
Sister Kirks
Kimstone
Hornsey
Frathorsstone
Barmistone
Birrlington
Flambrough
Flambrough head
Bridlington bay
Filey bay
Filey
Hucksten
Scarbrough
Y O R K S H
Stone Banks
The Dreadfull
10
19
17
19
14
15
The Dogger
the Well

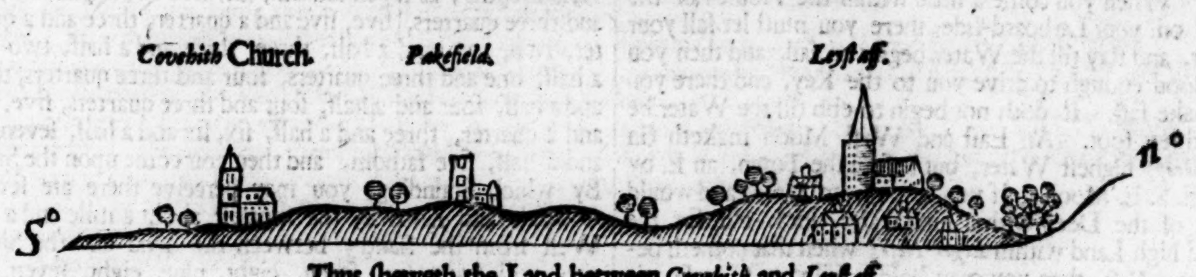

A Chart of the Coast of
ENGLAND
and
SCOTLAND
By J. Seller, J. Colson,
W. Fisher, J. Atkinson
& J. Thornton
ORKNEY'S
D
DURHAM
Newcastle
I S. Martin
I. Hypland
Dunketh
Fane
Westmone
Stockton
Aukland
Sunderland
South Shields
North Shields
Black Stearth
Tinmouth
Cocket Island
Red Cliff
Hountley foot
Whitby
Rotten
English and French Leagues 20 to one Degree
20
30
40
50
55

BRITISH MUSEUM

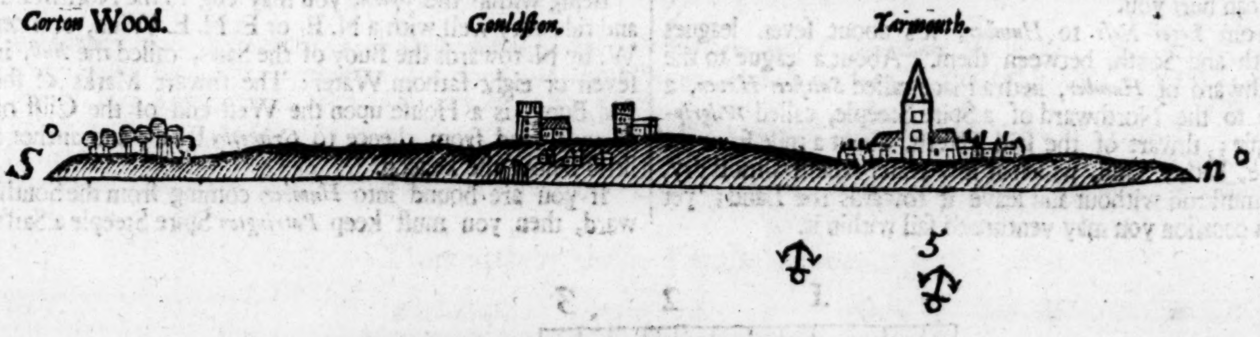
Thus ſheweth the Land on theſe Coaſts.


Dunwich.
Walderſwick.
Southwould Haven.
Southwould Church.

Thus ſheweth the Land from *Dunwich* to *Southwould.*



Thus ſheweth the Land between *Covehith* and *Leyſtaff.*



Thus ſheweth the Land from *Corton* Wood to *Yarmouth.*

CHAP. III.

Deſcribing the North Coaſt of England, *betwixt* Bornham *and* Flamborough-Head.

TO ſail to *Boſton-Deep,* within *Boſton-Knock.* Firſt, You muſt keep the ſounding of the Shore in four or five fathom, till the Point of *Leger-Neſs* bear N. N. W. from you: Between the Shore and the *Knock,* in the middle of the Channel, is five fathom, but falls dry at low-water. When *Leger-Neſs* bears W.N.W. from you, then ſteer S.W. through between the *Knock* and the ſhoal, (which ſhooteth off from the Shore to the Weſtward of *Leger-Neſs*) until you get again the depth of ſix or ſeven fathom (in this Paſſage there is but two fathom at low-water; it floweth there five fathom up and down). Being over it, ſail alongſt S. W. between the Long-ſand and the Shoal, which lieth off from the ſhore. It is between nine and ten fathom deep, you may ſound on both ſides (as well the ſhoal that lieth off from the Land, as the Long-ſand) in five fathom, but the Flats are ſomewhat ſteeper than the Long-ſand.

To ſail without *Boſton-Knock* into *Boſton-Deep,* coming (as aforeſaid) to the Weſt-land, you muſt look out for the Steeples of *Ingold-Mills,* ſtanding ſomewhat to the Northward of *Leger-Neſs,* bring them one in the other, and then they ſhall bear about N.N.W. from you: keep them ſo, and ſail S.S.E. until the Trees on a Point by *Leger-Neſs* come without the Point of the *Neſs,* and then you may run through between *Boſton-Knock,* when the aforeſaid Trees come a Handſpike's length to the Eaſtward of the Point of *Leger-Neſs*; then ſail S.W. and you may run right into the deep between *Boſton-Knock* and Long-ſand, and ſo you ſhall find between the *Knock* and the Point of the Long-ſand five fathom; being paſt the *Knock* it will be eight, nine, or ten fathom deep. If you would ſail out of the Sea into *Boſton-Deep,* then bring the foreſaid Trees a Handſpike's length without the Trees at the Point of *Leger-Neſs,* which will then bear from you about N. N. W. ſailing right with them till the high Land within *Leger-Neſs,* or *Winfleet,* begin to come even without the *Neſs,* which ſhall then bear from you ſomewhat more Northerly than Weſt, then you are within the Long-ſand Point. Or elſe there ſtand three little Houſes on the Sea ſide, about half-ways between *Leger-Neſs* and *Ingold*-Mills. When they bear N. W. from you, and the foreſaid Trees without the Point, then are you alſo within the Point of the Long-ſand, ſail then S.W. between *Boſton-Knock* and Long-ſand, as aforeſaid.

To ſail in to Boſton-Deep.

A little paſt *Leger-Neſs,* lieth a ſhoal, or Flat, about the middle of the Channel, yet ſomewhat neareſt the Long-ſand, when the Trees upon the Point to the Southward of *Winfleet,* come into the ſecond Valley of the high Land within *Win-*

fleet, then are you right thwart of this ſhoal, edg therefore to one ſide or other, (rather towards the ſhoal it is wideſt) keep boldly the ſounding of the ſhoal, and run S. W. alongſt by it till the Steeple of *Boſton* come over the Steeple of *Butterwyke* (which is alſo a flat Steeple, but ſmaller than that of *Boſton*) ſtanding in a Wood; thwart of it lieth a ſhoal ſomewhat without the Point; being paſt that, ſail W.S.W. alongſt the aforeſaid ſhoal, till the great Steeple of *Boſton* come over the ſecond Mill; there is good Anchoring by the Weſt-ſhore, in five fathom at low-water. If you come at low-water, you muſt anchor and ſtay for your Tide, till half-flood, for till then you cannot ſail further up, and you will not (on the ſhoaleſt place) find above two fathom, and ſo the Channel lieth in alongſt the Beacons about South to the third Beacon; being paſt that, keep W. S. W. and by little and little, more Weſterly and Northerly, but run alongſt the Beacons, leaving them on your Starboard-ſide, and ſail North to the River.

Upon the Point of the River ſtandeth a Sheep-Houſe, before you paſs by it, it ſeemeth as if there were no opening, by reaſon it's all green and even Land; run in by it alongſt the Shore, and being paſt it, the River doth open it ſelf; and being come within the Point, you muſt run within the Dikes a league, until you come before the Town. In the River it muſt be half-flood before the Water is deep enough to ſail. When you come a little within the Houſes of the Town, on your Larboard-ſide, there you muſt let fall your Anchor, and ſtay till the Water begins to fall, and then you have Flood enough to drive you to the Key, and there you muſt make faſt. It doth not begin to ebb till the Water be fallen three foot. An Eaſt and Weſt Moon maketh (in *Boſton-Deep*) higheſt Water, but before the Town, an E. by S. and E. S. E. Moon. If you come from *Boſton*, and would ſail out of the Deep with a high-water, look out for the foreſaid high Land within *Leger-Neſs*; when that cometh behind *Leger-Neſs*, then you may boldly ſail your Courſe, either to the Eaſtward, or to the Northward, there is nothing that can hurt you.

To ſail out of the Deep.

From *Leger-Neſs* to *Humber*, it's about ſeven leagues North and South, between them. About a league to the Southward of *Humber*, lieth a Place called *Saltfleet-Haven*, a little to the Northward of a Spire Steeple, called *Wilgrip*-Steeple; thwart of the ſaid Haven, about a mile from the Shore, lieth a Sand, which at low-water falleth almoſt dry, you muſt run without and leave it towards the Land; yet upon occaſion you may venture to ſail within it.

Saltfleet-Haven.

Directions to ſail into Humber, and ſo to Hull.

To ſail into the *Humber* coming from the Northward, you muſt be careful to avoid the *Dreadful*, which is a Sand that is lately grown up near the *Sporn*, upon which there has been ſeveral Ships caſt away; but the Danger is now prevented by the Care of the Honourable Maſter, Wardens, and Elder Brethren of the *Trinity*-Houſe, who have cauſed the Sand to be ſurveyed, and permitted two Light-Houſes to be erected upon the *Sporn*-Point.

Kelſey bears N. W. three quarters Weſt from the South-point of this Sand, and the Point of *Dimlington* high Land N. W. by N. Alſo the Light-Houſes upon the *Sporn*-point, bear W. by N. about four miles off.

Bearings of the Sand.

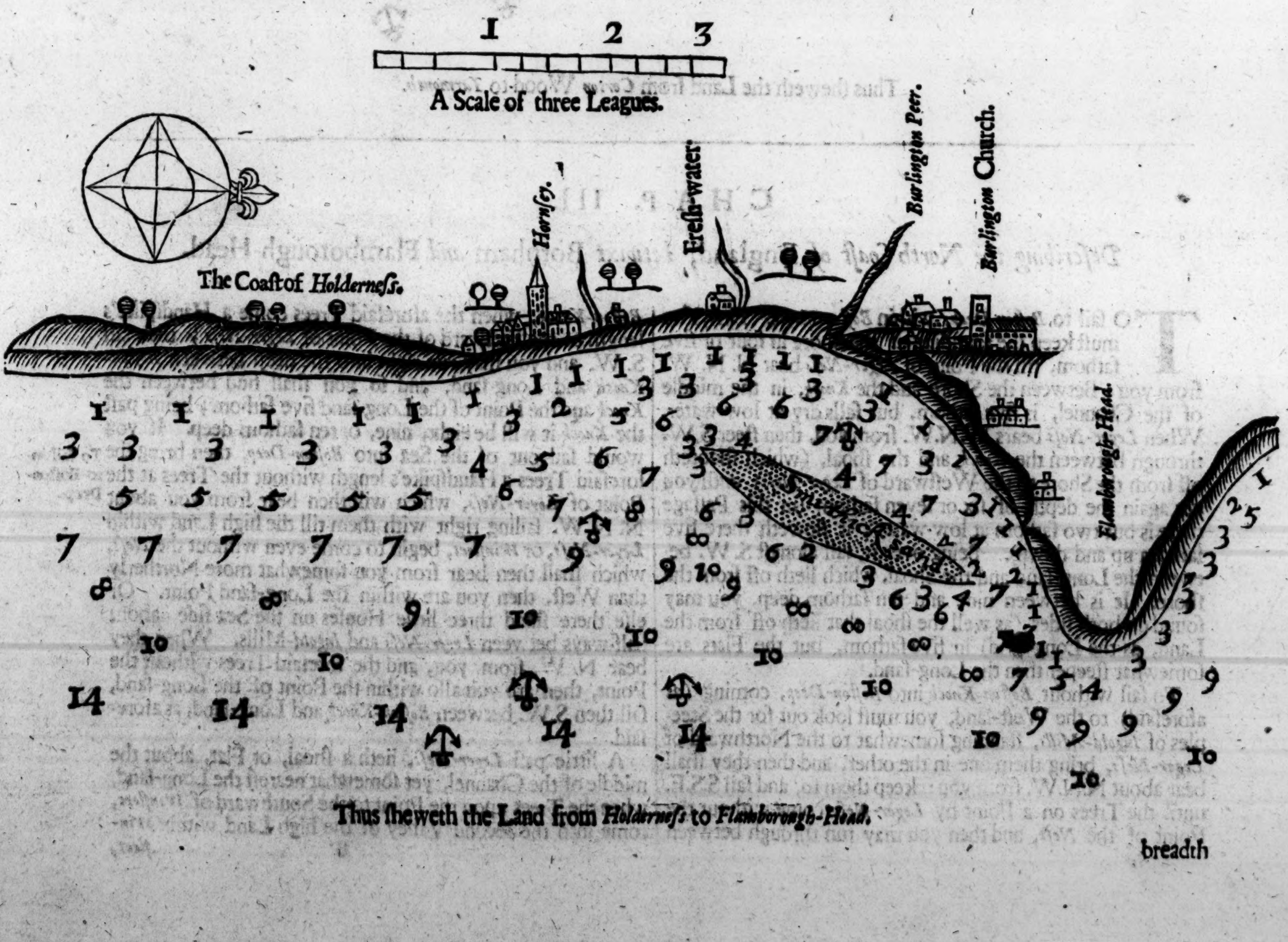
The Mark to carry you clear of the South-end of this Sand, is to bring *Eſſington* Steeple and a Wind-Mill behind it, both in one.

The Mark of the South end.

The South-end of the Sand is the ſhoaleſt, having but ſeven or eight foot at low-water, and is ſteep too, there being ſix fathom cloſe by it. The Sand lies N. E. by N. and S.W. by S. in length one mile and a half; it deepens from ſeven to twelve foot; on each ſide you will have three fathom, and at the N. E. end four fathom, and four and a half. From the Mouth of *Humber* ſailing to the Sand, you will find theſe ſeveral Depths; as ſeven fathom, ſix, five and a quarter, four and three quarters, five, five and a quarter, three and a quarter, two, two and a half, three, three and a half, two and a half, one and three quarters, four and three quarters, three and a half, four and a half, four and three quarters, five, five and a quarter, three and a half, ſix, ſix and a half, ſeven, ſix and a half, five fathom, and then you come upon the Sand: By which Soundings you may perceive there are ſeveral Overfals and Knowls, the ſhoaleſt about a mile and a half Weſt from the Sand; between the Sand and the Shore, you will have ſix, ſeven, eight, nine, eight, ſeven, ſix, five fathom.

Being within the *Sporn*, you may edg to the Northward, and ride very well with a N. E. or E. N. E. Wind, or ſteer W. by N. towards the Buoy of the Sand, called the *Bull*, in ſeven or eight fathom Water: The thwart Marks of the ſaid Buoy, is a Houſe upon the Weſt-end of the Cliff of *Clayneſs*, and from thence to *Grimesby* Road, and anchor a little below the Beacon.

If you are bound into *Humber* coming from the Southward, then you muſt keep *Patrington* Spire Steeple a Sail's



Thus ſheweth the Land from *Holderneſs* to *Flamborough-Head*.

breadth

Burcom-Beacon.

Sonk.

breadth open of the Point of the *Sporn*, and ſteer in with that Mark, till you come to *Burcom*-Beacon. Your Courſe up towards *Hull*, is N.N.W. or you may borrow off and upon the *Sonk* (which is a Sand lying on the North-ſide of the River, as far down as *Eſſington*) in four or five fathom water, according as you have the Tide; but between the *Sonk* and the South-ſhore, there lie many Banks and Overſals, having but a fathom, or a fathom and a half water. There are alſo Shoals, called the *Silver Pits*, lying in the Channel, one of them is very dangerous, lying thwart of the Buoy of the *Bull*, a little ſhort of that and *Burcom*-Beacon; on which Shoal (or middle-ground) a *Newcaſtle*-Ship was loſt, that drew not above thirteen foot water; therefore to avoid this, be careful to keep the South-ſide. But above *Burcom*-Beacon there lie two or three Overſals, a good birth off from the Shore. If you come ſo far as to bring *Paul's* Tower open of the Red Cliff to the Eaſtward, then are you clear, or about the Tail of the *Sonk*; then may you ſteer right over with the Town of *Paul*, and anchor there, if you pleaſe, near the Town, but there runs a great Tide.

Sporn-Head.

When you come to have almoſt the length of the foul *Holmes* (which lie on the North-ſide of *Humber*) you will ſee a little below *Paul's* high Cliff, a Church on the North-ſide, which you will ſee open a little to the Eaſtward of a ſmall Wood; and when you bring it within the Eaſt of the Wood, you are then in the Narrow, right thwart of the *Holms*, then run up W. N. W. till you bring the Town of *Paul* juſt open of the high Cliff; then you may ſail over to the Northward, till you bring the Hall (which hath a white top) right over the South Block-houſe; and with theſe Marks you may run almoſt againſt the Town, where you may anchor in five or ſix fathom water. Between the *Sporn* and *Flamborough-Head*, it is ſhoal water, about ſix, ſeven, or eight fathom.

Bridlington.

Flamborough-Head hath many white ſpots, and Chalky Hills, eſpecially upon the North-ſide towards *Filey*. It hath a Peer one league to the Weſtward: on the South-ſide lieth a little Town, called *Bridlington*, which alſo hath a Peer. You may come to an anchor in *Bridlington*-Bay in ſix or ſeven fathom.

Four leagues to the Weſtward of *Flamborough-Head*, lieth *Filey*, in a round Bay to the Southward of a Point that lieth out, which hath a Peer-Head, where you may lie within it, but falleth dry at Low-water.

Flamborough-Head.

Smithick.

Having a Northerly Wind to bear up for *Flamborough-Head*, give the Head a fair birth, it is bold enough, only there is a Shoal; but not very far off from the Head, and being paſt the Point, luff in alongſt by the Head towards *Bridlington*-Peer, until you have brought the Wind-Mill upon the high Land of the Head, to the Southward of the Valley, where the Water runneth down from the Hill, and there you may anchor in clear Ground in ſeven, eight, or nine fathom, according as the Tide is: there is a Sand called the *Smithick*, (to the Southward of you) but without the foreſaid Mark towards the Head, it's all foul Ground; if the Wind be Southerly, you may ride where you pleaſe, or you may go into *Filey*-Bay and ride there, it is all clear Ground. At *Scarborough-Wick* alſo the Ground is clear and good.

The Depths about theſe Lands.

Thwart of *Winterton* and *Cromer*, ſeven or eight Leagues from Land, it is eighteen and nineteen fathom deep, and there you may ſee the Land.

N. E. by N. from *Cromer* lieth a Bank, whereon at half-flood is about four fathom water; from thence you may ſee the Land indifferently well.

To the Northward of *Humber*, you may ſee the Land in 25 fathom water.

The Setting of the Tides; alſo what Moon maketh full Sea.

Before *Cromer*, a S. E. Moon maketh High-water.

At *Blakeney*, *Wells*, *Bornham* and *Lin*, an Eaſt and Weſt-Moon.

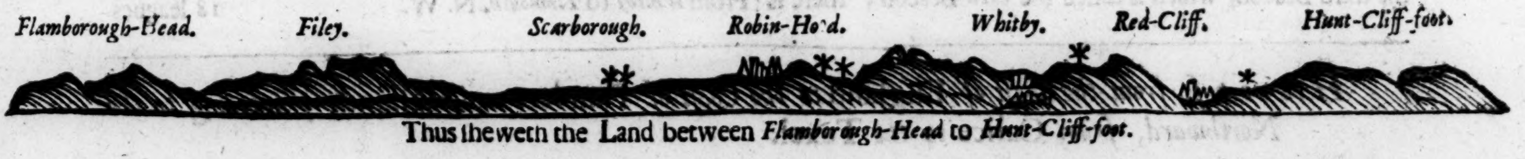
Before the *Humber*, an E. N. E. and W. S.W. Moon.

From *Blakeney* to *Flamborough-Head*, the Flood ſetteth S. E. and the Ebb N. W.

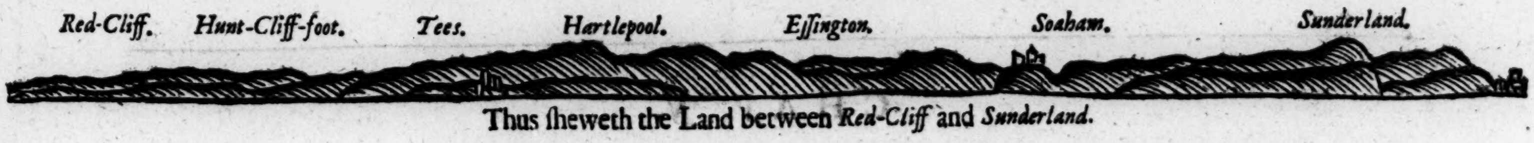
Courſes and Diſtances.

From *Cromer* to *Blakeney*, W. by N.	3 or 4 leagues.
From *Blakeney* to *Bornham*, through within the Sand, Weſt,	5 or 6 leagues.
From *Bornham* to *Chappel-Land*, W. by S.	2 leagues.
From *Chappel-Land* to *Leger-Neſs*, the Courſe is North Weſt,	5 or 6 leagues.
From the *Sporn* to *Flamborough-Head*, N. by W. and N. N.W.	10 leagues.
From the *Sporn* to the *Texel*, E. by S. and E.S.E.	55 leagues.

Thus appear theſe Lands at Sea.


Flamborough-Head.
Filey.
Scarborough.
Robin-Hood.
Whitby.
Red-Cliff.
Hunt-Cliff-foot.

Thus ſheweth the Land between *Flamborough-Head* to *Hunt-Cliff-foot*.



Thus ſheweth the Land between *Red-Cliff* and *Sunderland*.

CHAP. IV.

Deſcribing the North-Coaſt of England, *between* Flamborough-Head *and* Tinmouth.

Filey-Bridg.

WIthout the Head of *Filey*, lieth a Rock under water, called *Filey Bridg*; between it and the Peer, you may lie afloat in five fathom at low-water, and have ſhelter from N. E. and Eaſterly Winds.

From the Point of *Scarborough*, it is W.N.W. three leagues. *Scarborough* hath two Heads, or Peers, where you may run within them at high-water, but at low-water it falleth dry.

Robin Hood's Bay.

From *Scarborough* the Coaſt lieth alongſt by *Robin Hood's* Bay, until you come before *Whitby*, almoſt N. W. but paſt *Whitby* the Land falleth in W. N.W. and by little and little more Weſterly unto the *Tees*.

Robin Hood's Bay is a good Road for a S. S. W. and Weſterly Wind, where you may lie in ſeven or eight fathom water.

To ſail into Whitby.

Whitby Rock.

Whitby is a Tide-Haven, and falls almoſt dry at low-water. On the Eaſt-ſide of the Haven is a Beacon, which (at your going in) you muſt leave on the Larboard-ſide, and ſo you may run up as high as the Bridg. There is a Rock lieth off *Whitby*, called *Whitby-Rock*, (or by ſome *Whitby-Chambers*); the Marks to avoid it going to the Northward of it, are to bring *Whitby*-Steeple open to the Northward of the South-point of the Harbour; and to run alongſt by it, you muſt keep the South-point of *Robin Hood's* Bay clear of the Land of *Whitby*.

From *Whitby* to the *Tees*, the Coaſt lieth W. N. W.

and

and W. by N. about ſeven leagues: Between them both, lieth *Hunt-Cliff-foot* and *Rock-Cliff*: *Hunt-Cliff-foot* is a high Hill lying on the Sea-ſide, about four Leagues to the Eaſtward of the *Tees*: Next to that is *Red-Care*; it is a Cliff of ſuch red Earth, that when the Sun doth ſhine againſt it, it ſheweth like red Cloth; theſe two are very good Marks to know the Coaſt by. Cloſe to the Southward of the Mouth of the *Tees*, lie three Ledges of Rocks, called the *Salt Scares*, about half a league E.N.E. into the Sea, which are very foul and ſtony, and are dry at low water; upon the North-ſide they are very flat, ſo that you may ſound about them in five, ſix, or ſeven fathom; but on the South-ſide are ſo ſteep, that coming near them, and ſounding in thirteen or fourteen fathom, you ſhall be upon them before you can heave the Lead again.

Salt-Scares.

Between *Hartlepool* and the *Tees*, lieth a dangerous Rock, called the *Long-Scares*, cloſe by the Shore; come no nearer than five or ſix fathom water. A league and a half from the *Tees*, lieth *Hartlepool*, upon a Point lying out almoſt like an Iſland; the Harbour lieth in a Bight to the Southward of the Town, within a Head which is dry at low-water.

Long-Scares.
Hartle-pool.

Directions to ſail into the Tees.

There are two Gully Heads that ſtand upon *Barnaby*-Moor; keep them a Sail's breadth open, which will bring you to the firſt Buoy; and then run up to the ſecond Buoy, which lieth on the South-ſide; then edg over to the Light-houſe, and there you may anchor in five or ſix fathom water. You may venture in at half-flood, if your Veſſel draw not above twelve foot water; and if you go up to *Stockton*, you muſt take in a Pilot, who will come to you.

To ſail into Hartlepool.

There is a Beacon ſtands upon a Ledg of Rocks, which you muſt leave on your Starboard-ſide, and ſo ſail right in with the Peer head; there is a Sand, called the *Gamble*, which you muſt be careful to avoid, by keeping as near the Peer as you can.

Gamble.

To ſail into Sunderland.

Two leagues to the Southward of *Tinmouth* lieth *Sunderland*; there is a Rock called *Henden-Rock*, which is very dangerous; it lieth to the Southward of *Sunderland*-Bar: when you come open of the Harbour, you will ſee a Beacon on the North-ſide thereof; run in and leave it on your Starboard-ſide, till you come to the ſecond Beacon, and ſo go up to the third Beacon, which is called the *Stell*-Beacon; there is a ſtony Bank called the *Cauſey*, on the South-ſide: be careful to borrow towards the Beacon within two Ships length, and you ſhall go clear of the ſaid Bank: Then keep the Red-houſe over *Dove-Cot End*, and that will bring you to the other Beacon.

Henden Rock.
The Cauſey.

To ſail into Tinmouth-Haven.

Run alongſt the Shore till you come open of the Mouth of the River, then bring the Light-houſes one in the other, and ſo ſail in, which will carry you clear of a Sand (called the *Hurd*) lying on your Larboard-ſide, and a Rock, called the *Arſmidden*, which lieth on the North-ſide, until you are ſhut in, then you may open the Lights to the Southward.

Hurd.
Arſmidden.

There is a Sand, called the *Durtick-Sand*, a little above *North Shields*, on the North-ſide: to keep clear of it, edg over to the South-ſide till you come through crooked Reach; then the River lieth up Northward, and then Southward, to *Hawks-Bill*, and about by it to the Town of *Newcaſtle*.

Durtick-Sand.

In what Depths you may ſee theſe aforeſaid Lands.

Flamborough-Head may be ſeen in thirty five fathom water.

Scarborough may be ſeen from below, in forty five fathom water.

The Setting of the Tides; alſo what Moon maketh full Sea.

At *Flamborough* and *Filey*, in the Peer, a W. S. W. Moon maketh full Sea.

At *Scarborough* and *Robin Hood's* Bay, a S. W. and N. E. Moon.

In the *Tees* and *Hartlepool*, a S. W. and N. E. Moon.

Before the River *Tine*, a S. W. and N. E. Moon.

Thwart off *Flamborough-Head*, *Scarborough*, the *Tees*, and alſo thwart the River *Tine*, the Flood ſetteth S. E. and the Ebb N. W.

To the Northward of the *Tees*, the Flood ſetteth S. S. E. alongſt by the Land, and from the *Tees* to *Scarborough*, S. E. by E.

Courſes and Diſtances.

From *Flamborough-Head* to the Point of *Filey*, N. W.	4 leagues.
From *Filey* to *Scarborough*, N. W.	3 leagues.
From *Scarborough* to *Whitby*, N. W. by W.	6 leagues.
From *Whitby* to the *Tees*, W. N. W. and W. by N.	8 leagues.
From the *Tees* to *Tinmouth*, N. N. W.	9 or 10 leagues.
From *Whitby* to *Tinmouth*, N. W.	18 leagues.

Here we paſs from the Coaſt of England *to the Coaſt of* Flanders *and* Holland, *proceeding to the Northward, from* Calice *to the* Texel.

CHAP. V.

Deſcribing the Coaſt of Flanders, *from the Channel betwixt* Dover *and* Calice *to* Sluce.

Calice.
Waldam.
Daſen.
Hoogenpriſe.
Graveling.
S. Georges.
Mardyke.
Great-Sniten.
Little-Sniten.
Dunkirk.
South-Coten.
Ten-Duyn.

FLanders is a Land full of Sand-Hills, and Hommocks, with many Steeples alongſt the Coaſt, lying from *Calice* to the Haven of *Sluce*, N. E. by E. 21 leagues. Almoſt a league E.S.E. from *Calice*-Cliff, lieth the Haven of *Calice*; it hath many Spire Steeples, one is higher than any of the reſt. From *Calice* to *Graveling*, it is E. N. E. three leagues; betwixt both lie theſe Villages with Steeples (the reſt being without any). Firſt, *Waldam*, a ſquare Steeple with a little Spire, then *Daſen* and *Hoogenpriſe*, two ſquare Steeples. *Graveling* hath no Steeple, but there are two Mills, one at the Eaſt-gate, the other at the Weſt-end of the Town. From *Graveling* to *Dunkirk*, it's three leagues; betwixt them ſtand theſe Steeples. Firſt, St. *George's*, a high ſpire Steeple; *Mardyke*, a great ſquare Steeple; *Great Sniten*, a great ſquare Steeple; and *Little-Sniten*, a ſmall ſpire Steeple. *Dunkirk* hath two Steeples, one a high ſquare Steeple, the other a little ſpire Steeple. From *Dunkirk* to *Newport*, it's four leagues and a half; a league to the Eaſtward of *Dunkirk* ſtands *South-Coten*, to the Eaſtward of that ſtands *Ten-Duyn* Cloyſter.

Newport.
Lady of Lombardy
Middlekirk.
Albertus-Sconce.
Oſtend.
Wenduine
Blankenberg.
Bruges.
John David's.
Heiſt.
Liſweg.
Knock.
Weſt-Chappel.
St. Ann.

Newport hath a ſquare Steeple, with a little Spire on it; a little to the Eaſtward of *Newport*, ſtandeth our *Lady of Lombardy*, a high ſquare Steeple. A league to the Eaſtward of *Newport*, ſtandeth *Middlekirk*, a high ſquare Steeple; and a league to the Eaſtward of that lieth *Albertus-Sconce*: half a league to the Eaſtward of *Albertus-Sconce*, lieth *Oſtend*, which is diſtant from *Newport* two leagues and a half. From *Oſtend* to *Sluce*, it's five leagues and a half; two leagues to the Eaſtward of *Oſtend* ſtandeth *Wenduine*, a ſpire Steeple; a little to the Eaſtward of that ſtandeth *Blankenberg*, a ſquare Steeple; within the Land over *Blankenberg* ſtandeth *Bruges*, having two ſpire Steeples upon one Church; a little to the Weſtward of *Blankenberg*, ſtandeth *John David's* Steeple; a league to the Eaſtward of *Blankenberg* ſtandeth *Heiſt*, a ſpire Steeple; and betwixt *Heiſt* and *Blankenberg*, (but higher upon the Land) ſtandeth *Liſweg*, a ſquare Steeple: to the Eaſtward of *Heiſt* ſtandeth *Knock*, a ſpire Steeple, but not ſo high as *Heiſt*; to the Eaſtward of *Knock*, and higher upon the Land, ſtandeth *Weſt-Chappel*, a little low ſquare Steeple, with a ſhort Spire on it; to the Eaſtward of that is St. *Ann*, a ſquare Steeple; to

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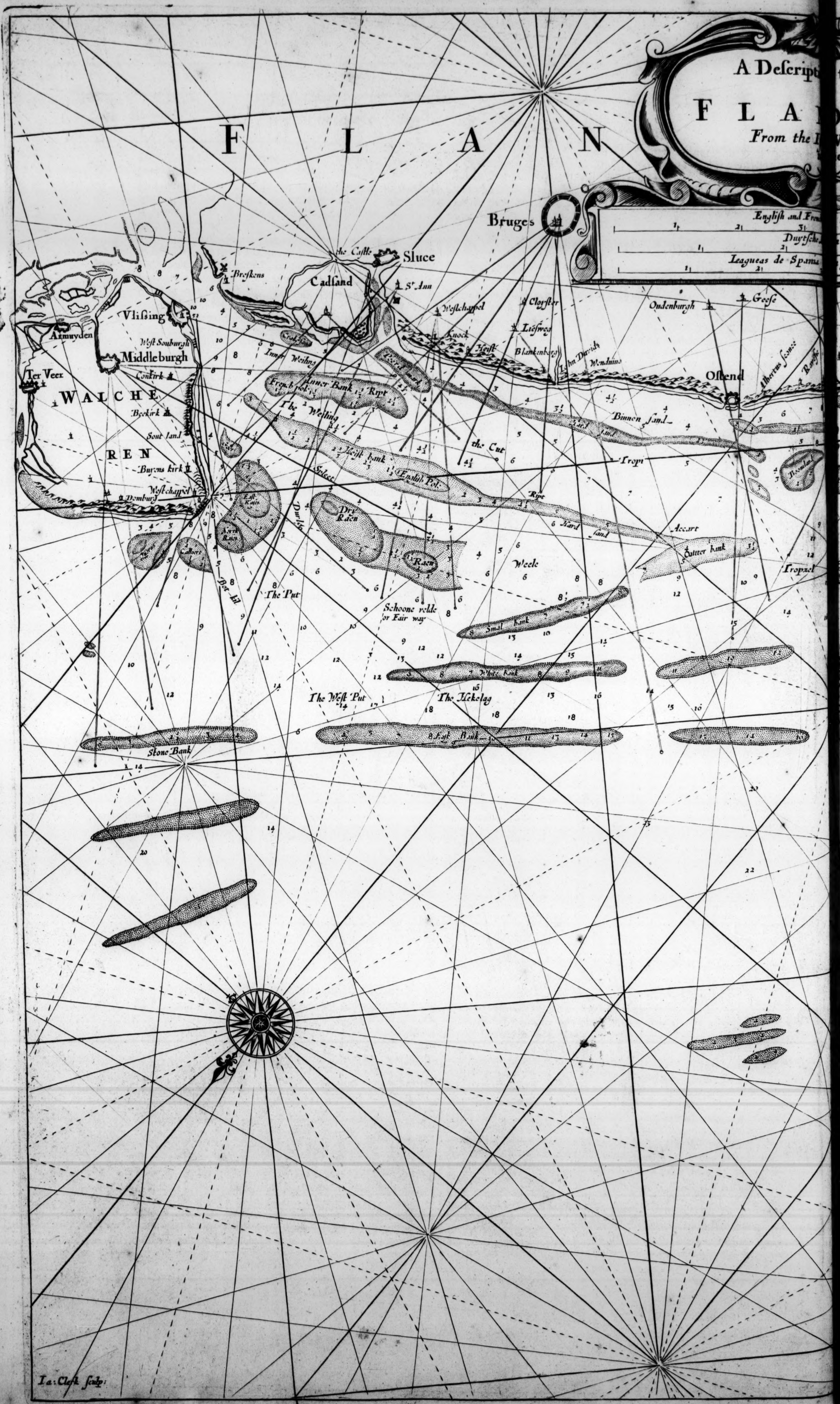
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Blankenbarg
John Davids
Wendnins
Oudenburgh
Geese
Ostend
Albertus Sconce
Vlissing
Armuyden
West Souburgh
Middleburgh
Ter Veer
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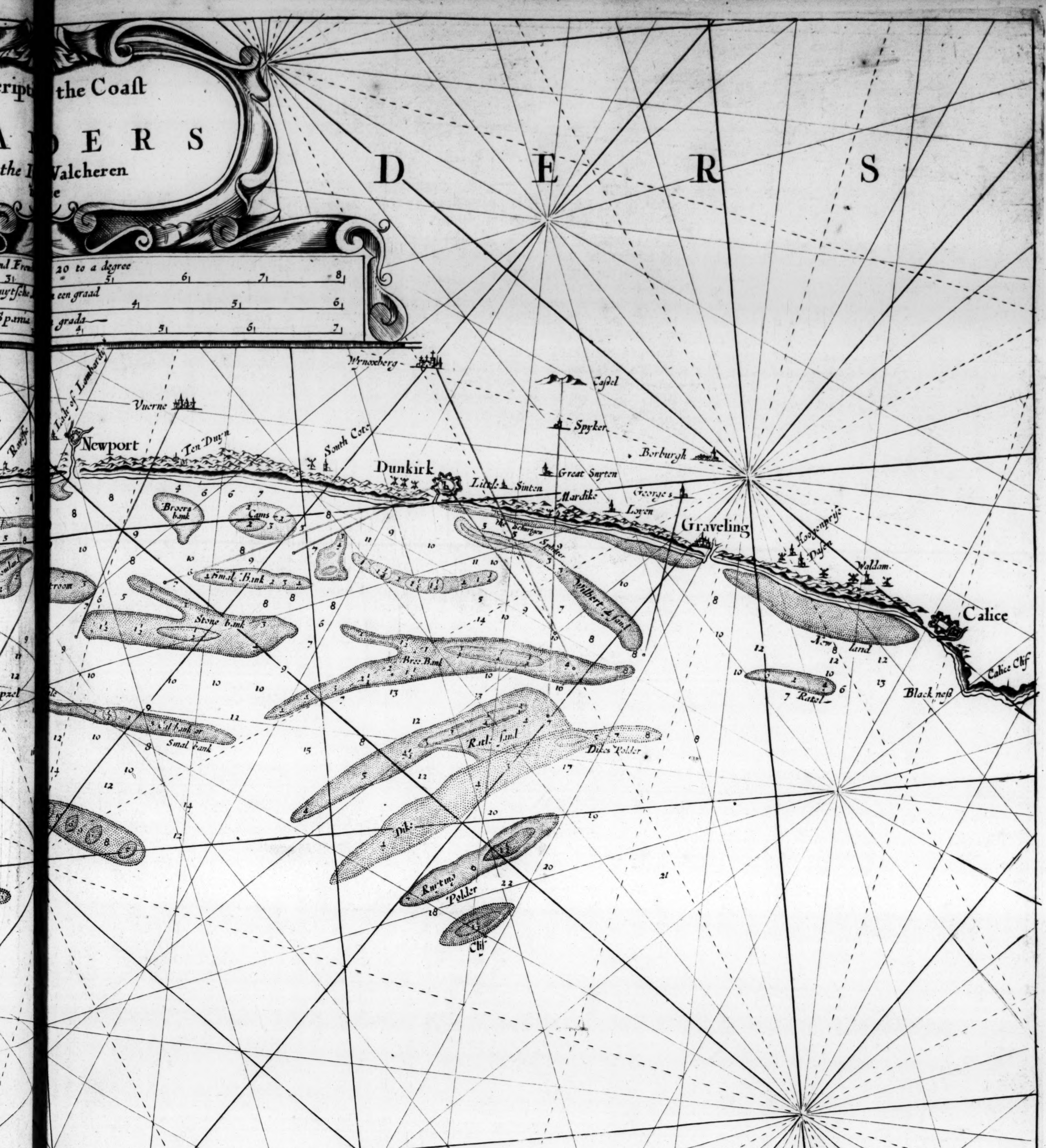
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Colburn
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North Foreland
a Light house
Marget
Isle of Thanet

BRITISH MUSEUM

Sluce.

the Eaſtward of St. *Ann*, ſtandeth *Sluce*. What is here ſaid of theſe Steeples, and Diſtances alongſt the Coaſt of *Flanders*, is very ſerviceable for the ſailing into the Havens of *Flanders*, but eſpecially for the Knowledg of the Coaſt, and of the Flemiſh Banks, which now follow.

Calice. A Ledg. A Bank. Calice-Clift. A Rock.

The Haven of *Calice* ebbeth dry every Tide, and at high-water (with a common Tide) not leſs than three fathom. To ſail in there, keep the Mill (ſtanding on the Eaſt-point of the Town) right over the Eaſt-Peer-head, and run in cloſe alongſt by the ſaid Head, leaving the Caſtle to the Weſtward of you; from the Weſt-Peer-head runneth off a little Ledg, which you muſt avoid. When you are come in within the Weſt-Peer-head, you muſt ſail up to the Weſtward into Paradiſe, where you will lie dry at low-water. By Night, when the Tide ſerves, there ſtand two Fires, you muſt run in with them; yet it's not good to go into this Haven before high-water, becauſe of the exceeding ſtrong Tide of Flood, and to avoid the Anchors of Ships which lie there within. Here it's dangerous, and bad lying, eſpecially with a Northerly Wind, which there bloweth right in. Thwart off from the Weſt-Peer-head, lieth a Bank, on which there is about two fathom water; betwixt this Head, or *Meyland*, and the ſaid Bank, you may run through (between it and the Main) in three fathom at half-flood. Under *Calice*-Clift, at the Eaſt-end, you may anchor in ten fathom; but at the Weſt-end lieth a Rock under water, a Bow-ſhot from the Land. *Calice*-Cliff lieth betwixt *Calice* and *Blackneſs*.

Graveling. A Ledg. A Bank called New-land.

Graveling is alſo a Tide-Haven, into which you muſt go at high water: There ſtand two Beacons, which you muſt keep one on the other, and ſail in betwixt the Peer-heads; on the Weſt-ſide runneth off a little Ledg, which you muſt avoid. When you come from the Eaſtward alongſt the Coaſt, running through *Woolbreach* Sound, at the end of the Brakes, (that are the Banks before *Dunkirk*, and from thence Weſtward) then you come againſt the VVeſt-point of the foreſaid little Ledg, or Sand of *Graveling*, which lieth a good way off into the Sea: to the Eaſtward of it, you may run into the Haven of *Graveling* (by Night) right in with the Fires. To the VVeſtward of the Haven of *Graveling*, lieth a Bank alongſt the Shore, reaching a good ways off from the Land to Seaward, almoſt as far to the VVeſtward as *Calice*, called the *New-Land*. You may run alongſt by it, or over it, in four or five fathom, according as you will.

Dunkirk. A Sand. The Splinter. Quade-Bank, or Brake. Small-Bank.

To ſail into *Dunkirk*, bring the Fires within a Capſton Bar's length one of the other, (to wit) the innermoſt ſo much to the Eaſtward of the outermoſt; keep them ſo, and run in cloſe alongſt by the Eaſt-Peer-head. The VVeſt-Peer-head lieth ſomewhat further off into the Sea than the other; thwart of it lieth a Sand, with ſome Piles on it, which you muſt avoid by running cloſe by the Eaſt-Peer. It's a narrow Haven, and at high-water, with a common Tide, there is about 12 foot water. In the Night they keep Fire there, from half-flood, to half-ebb; and the loweſt Fire-Beacon ſtandeth next the Sea-ſide. From the VVeſt-Peer runneth off a Bank about two leagues long, called the *Splinter*, which at many places ebbeth dry at low-water. You may ſail in by the Shore behind the Bank, from the VVeſtward, almoſt to the VVeſt-Peer, and there you may come to an Anchor in five, ſix, ſeven, and eight fathom. About half a league from the foreſaid VVeſt-Peer, there runneth a ſmall Channel through the foreſaid Bank, where little Ships may go through at high-water. The *Quade*-Bank runneth off at leaſt two leagues to the Eaſtward of *Dunkirk*, and ending to the Weſtward thwart off the Peer-heads of *Dunkirk*. To the Eaſtward of the Eaſt-Peer of *Dunkirk* you may anchor behind this Bank, and lie ſheltered for a N. W. North, and N. E. Winds; it's there two fathom deep at low-water, but at the coming in it's ſhoaler. Before the Haven's Mouth it's nine and ten fathom deep, and to the Weſtward of the Weſt-Peer, ſix, ſeven, and eight fathom water; from thence you may run over the ſmall Bank in three fathom, and come againſt the broad Bank. This ſmall Bank lieth right thwart before the Haven, (to wit) betwixt *Dunkirk* and the broad Bank.

Newport. To ſail into Newport.

Newport is a Tide-Haven, which ebbeth dry every Tide; and at high-water (with a common Tide) there is thirteen foot. Cloſe before the Haven's Mouth is a Bank, which lieth from the Eaſtward of the Haven of *Newport*, over to the Weſtward thwart before the Haven's Mouth, which at half-flood lieth dry, and at high-water not above eight foot on it. If you would ſail into *Newport*, ſail in to the Weſtward betwixt the foreſaid Bank and the Land, and ſail in to the Southward of the Bank, until the innermoſt Beacon come a little to the Eaſtward of the outermoſt, and then run right in by them, and alongſt the middle of the Channel, betwixt the Heads. Betwixt the Bank and the Land, it's on both ſides flat riſing Ground, ſo that you may ſound the Shores on both ſides, but on the North-ſide the Bank is ſomewhat ſteep; it's three fathom water cloſe alongſt by it. Within the Haven's Mouth are ſet Beacons on both ſides, betwixt which you muſt run through till you come before the Town, which lieth about Cannon-ſhot from the Sea-ſide. In the Night there is Fire kept upon the two great Beacons, but no longer than from half-flood to half-ebb. From *Newport* to *Dunkirk*, alongſt by the Shore within the Banks, there is no foul Ground, and fifteen foot deep at low-water; the nearer the Shore the deeper. Thwart of the Cloyſter *Ten-Duyn*, betwixt it and *Broers*-Bank, is the narroweſt, which lieth not far from the Shore, thwart of it; you muſt not go cloſe alongſt by the Shore.

Oſtend.

For to ſail in at *Oſtend*, you muſt run along cloſe to the Eaſtward of the Town, into the Haven of *Gueole*. On the Eaſt-point of the Haven lieth a Head, whereon ſtandeth a Beacon; you muſt run cloſe in alongſt by it, there being the deepeſt water. From the Weſt-ſide towards the Town, ſhooteth off a little Flat, therefore you muſt avoid that ſide a Ship's length or two. At low-water, and at a common Tide, there is in the Haven's Mouth about ſix foot water, and at high water 22 foot. A little within the Haven, you may anchor where you will; and at low-water, you may lie there with a great Ship afloat.

The Flemiſh Banks.

Weſt from *Weſt-Chappel* (on *Walcheren*) and N. W. from *Oſtend*, about nine leagues without the Coaſt of *Flanders*, lieth a little Flat, whereon at low-water, is about 22 foot; in foul Weather the Sea breaketh very much on it.

The Trick.

About five leagues from *Oſtend* lieth a Bank, called the *Trick*, on which there is about fifteen or ſixteen foot water. When St. *Katherine*'s Steeple cometh againſt *Oſtend*, then you come on againſt this Bank; betwixt this Bank and *Oſtend* lieth another Bank, of three fathom deep.

The Geer.

Betwixt *Oſtend* and *Newport* lie four Banks, all which begin off *Oſtend*, the two neareſt to the Land end thwart of *Newport*; the other lie alongſt the Land almoſt to *Dunkirk*: the firſt and neareſt to the Land is called the *Geer*; betwixt that and the Land, goeth through a Channel of eight, nine, and ten fathom deep.

Laland, or Boomland.

The ſecond called *Laland*, or *Boomland*, ending alſo againſt *Newport*; betwixt theſe two goeth through a Channel of eight and nine fathom deep.

Stroom. Stone-Bank.

The third are two Banks, joining one to the other; the Eaſtermoſt (ending half-ways betwixt *Oſtend* and *Newport*) is called *Stroom*; the Weſtermoſt ending thwart of *Dunkirk*; is called the *Stone-Bank*, which hath on the Eaſt-ſide a Hook, to the Eaſtward running to nothing (almoſt) againſt *Newport*; on this Bank is three or four fathom water, and on the Eaſt-end five and ſix fathom.

Sandele, Calbank:

The fourth is alſo in two Banks, the Eaſtermoſt is called *Sandele*, and the Weſtermoſt *Calbank*, or *Small-Bank*, which lieth alongſt by the broad Bank.

If you would go to *Dunkirk*, and cannot get alongſt by *Flanders*, you muſt run without theſe Banks, until you come againſt *Broad-Bank*, and then in alongſt by it in five and ſix fathom; the Channel is fifteen fathom deep. When the two Steeples (to the Southward of *Newport* being ſomewhat flat) ſtand a Handſpike's length aſunder, then are you thwart of theſe four Banks; on which at low-water in ſome places there is not above one fathom, and at Spring-Tides fall almoſt dry.

Betwixt all theſe Banks you may anchor in nine, ten, eleven, and twelve fathom, and may run over them in four fathom; but when you are to the Weſtward of them, you will find eight, nine, and ten fathom.

Broers-Bank.

The *Broers-Bank* lieth cloſe to the Land, thwart of *Broers*, and the Cloyſter *Ten-Duyn*, and lieth off of the Shore W. N. W. about a league into the Sea. When the Cloyſter of *Ten-Duyn* beareth South from you, then are you at the innermoſt part of the Bank; you may run through betwixt the Land and this Bank, in four fathom at low-water: But moſt commonly they run to the Weſtward of it, when you ſail through within the Banks alongſt the Coaſt of *Flanders*.

Camsbank

A little to the Weſtward of *Broers-Bank* lieth *Camsbank*, which hath three fathom water on it: You may run through betwixt the Land and this Bank in eight, nine, and ten fathom, and may alſo ride there for all Winds by the Land. Betwixt this and *Broers-Bank*, it's five fathom deep. When you run through betwixt this Bank and the Land, then you come alongſt by the *Quade-Bank* until you come before the Haven of *Dunkirk*. When you are to the Weſtward of *Dunkirk*, about S.W. from the *Splinter*, then you run over a ſhoal of two fathom, called *Wilbaert-Sand*; being over it, you will have again ten, eleven, and twelve fathom. When *Borburch*-Steeple cometh in the Valley of the Sand-Hill, then you are thwart of this Bank: By theſe Marks you may ſail through the Banks N. N. W. into the Sea, and come againſt the tail of the *Broad-Bank* in four fathom. When you edg again ſomewhat towards the Land, in twelve, thirteen, or fifteen fathom; then you may ſail through betwixt the broad and the ſmall Bank E. N. E. and E. by N. on, till you are paſt the Cloyſter *Ten-Duyn*, or *Broers-Bank*. To the Eaſtward paſt this Bank it beginneth to be ſhoal water, againſt *Newport*, four or five fathom; being paſt *Newport* you muſt edg towards the Land, in eight or nine fathom, keeping cloſe to the Land; and then you ſhall run through betwixt the Land and the *Geer* (which lieth alongſt towards *Oſtend*). When you come againſt *Oſtend*, then you are clear of the Banks, and may run into the Sea to go into the *Wielings*.

Wilbaert-Sand.

Marks of the Flemiſh Banks

There lie yet five long Banks alongſt *Flanders*: when *Graveling* bears S. E. from you, then you are thwart of the South-end of theſe Banks; and when *Newport* bears S E. from you, then you are thwart of the North-end of them; they are very long, and betwixt each goeth a wide Channel of eight, nine, and ſo to twenty fathom deep.

The Cliff.

The outermoſt, or weſtermoſt Bank, called the *Cliff*, lieth from *Calice-Gliſt* N. N. E. about 6 leagues and a half, and is three fathom and a half deep; betwixt this and the other goeth a wide Channel of 23 and 24 fathom deep.

The Ruyting.

The ſecond called the *Ruyting*, lieth from *Calice-Cliſt* N. E. by N. about five leagues, and is there about five or ſix fathom deep; but upon the South-end of it is a ſhoal of a fathom and a half deep. When the South-end of *Winoxberg* cometh betwixt the two flat Steeples to the Weſtward of *Dunkirk*, then are you thwart of this ſhoal.

There ſtands three or four Mills to the Eaſtward of *Dunkirk*; when the outermoſt cometh over the Eaſt-end of the Town, that is a good Mark for this ſhoal, and then the Steeple of *Dunkirk* will bear S. E. five leagues from you. Betwixt this and the third, goeth alſo a Channel of twelve or thirteen fathom deep.

The Dike.

The third called the *Dike*, lieth from *Calice-Cliſt* N. E. and is four or five fathom deep. Upon the South and North-end of this Bank are ſhoals, the Southermoſt is one fathom deep, and lieth alſo upon the Marks of *Winoxbergh* about N. W. ſomewhat weſterly from *Dunkirk*, and is called the *Dike Polder*. The other ſhoal of this Bank is about four fathom and two foot deep, and lieth N. W. from the Cloyſter *Ten-Duyn*. The Banks are very dangerous, for the *Ruyting* lieth almoſt in the Fair-way, and at low-water there is not above two fathom.

Rattle-Bank.

The fourth Bank called *Rattle-Bank*, lieth from *Cal*[illegible]*-Cliſt* N. E. by E. and is three, four, five, and ſix fathom deep. Upon the South-end is a ſhoal, on which there is one fathom at low-water: at Spring-Tides theſe ſhoals fall dry; alongſt by this goeth alſo a Channel of 19 and 20 fathom deep.

To the Eaſtward of the *Rattle-Bank*, betwixt it and the *Broad-Bank*, goeth through a Channel of 18 and 19 fathom deep.

In all the Channels betwixt the foreſaid Banks, you may turn to windward every where from one Bank to the other, and anchor betwixt the Banks where you will.

Broad-Bank.

The South-end of the *Broad-Bank* lieth from *Calice-Cliſt* N. E. by E. and hath one ſhoal upon the South-end of a fathom and a half deep; but the Bank throughout is three and four fathom deep.

The North-end is ſix, ſeven, and eight fathom deep, and lieth ſo far to the Northward, until that *Newport* bear E. by S. from you; or the Cloyſter *Ten-Duyn* bear E. S. E. five or ſix leagues off.

The Setting of the Tides.

Alongſt the Coaſt of *Flanders* near the Land, a North and South-Moon maketh full Sea.

In the Fair-way without the *Flemiſh* Banks, a S.W. Moon.

Betwixt *Calice* and *Dover*, a S. W. Moon.

Alongſt the *Flemiſh* Banks the fore-Flood ſetteth over the Banks towards the Land, one third of the Tide; afterwards alongſt the Land: but the after-Flood falleth to the Northward alongſt the Sea.

When the Flood beginneth to go thwart off to Sea, it's half-flood by the Land; ſo that you may go into all the Havens of the *Flemiſh* Coaſt a little after that time of Tide.

Between *Calice* and *Dover*, the Flood ſets in N. E. by E. and the Ebb S. W. by W.

Depths.

In the Fair-way betwixt the *Marſdeep*, and the Head-Lands of *Calice* and *Dover*, it's 23 and 24 fathom deep; a little without the *Flemiſh* Banks, 18, 19, and 20 fathom deep; but near the *Goodwin* 26, 28, and 30 fathom deep; the nearer the *Goodwin* the deeper.

Being thwart of the *Goodwin*, in 28 or 29 fathom, you are not two Gun-ſhots from it.

When you ſail out at the *Marſdeep* towards *Calice*, ſteer S. W. and S. W. by S. and obſerve your Tides: That when you have by reckoning run 40, or 46 leagues, edg over to the *Flemiſh* Banks till you come into 20, or 18 fathom; when you are in that depth, then ſteer S. W. and at length S. W. by W. and you then ſail in the middle of the Channel betwixt *Calice* and *Dover*.

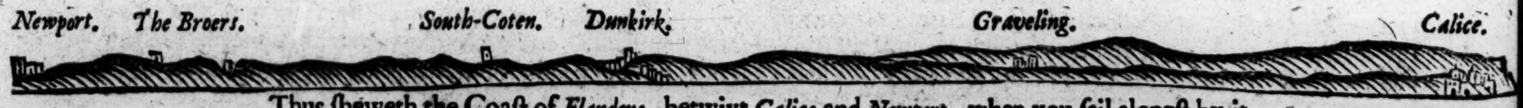
You may from the Poop ſee the Coaſt of *Flanders* in 16 fathom; and then you are within the Point of the *Flemiſh* Banks.

Calice-Cliſt, and the South *Foreland*, you may ſee in 24 fathom.

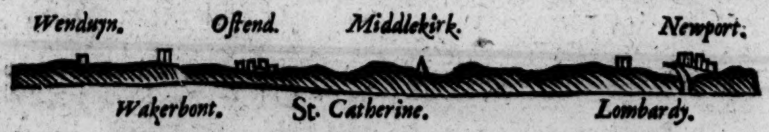
Courſes and Diſtances.

From *Calice-Cliſt* to *Calice*, E. S. E.	1 league.
From *Calice* to *Graveling*, E. N. E.	3 leagues.
From *Graveling* to *Dunkirk*, E. N. E.	3 ½ leagues.
From *Dunkirk* to *Newport*, N. E. by E.	4 ½ leagues.
From *Newport* to *Oſtend*, N. E.	2 ½ leagues.
From *Oſtend* to *Blankenburg*, N. E. by E.	3 leagues.
From *Blankenburg* to the Point entring into *Sluce*, E. N. E.	2 ½ leagues.

Thus appear theſe Lands at Sea.



Thus ſheweth the Coaſt of *Flanders*, betwixt *Calice* and *Newport*, when you ſail alongſt by it.



Thus ſheweth the Coaſt of *Flanders*, betwixt *Newport* and *Wenduyn*.

CHAP.

CHAP. VI.

Deſcribing the Coaſt of Zealand, *between* Calice *and* Ter-Veer, *with the Sands upon the ſame Coaſt.*

BEtwixt *Flanders* and the Iſland *Walcheren* (one of the Iſlands of *Zealand*) are divers Deeps, or Channels, where you may ſail in and out with great Ships; as the *Weiling*, the *Spleet*, the *Doorloy*, and the *Botkil*, and commonly are all called the *Weilings*. The greateſt Shoals or Banks betwixt theſe Channels, are the *Inner-Bank*, or *French-Pole*, the *Engliſh-Pole*, the *Raen*, and the *Raſes*.

Inner-Bank. French-Pole. Marks of the Inner-Bank.

The *Inner-Bank* is a hard and ſteep Sand, and lieth betwixt the Eaſt-end of the *Engliſh-Pole* and *Caſant*, being off alongſt *Caſant*. When the Caſtle of *Sluce* cometh to St. *Lambert* (a high ſquare Steeple upon *Caſant*, to the Northward of *Sluce*) then are you paſt the *Inner-Bank* to the Eaſtward. And when *Weſt-Chappel* cometh to *Knock*, then are you thwart the Weſt-end of this Sand.

Engliſh-Pole. Ript. Marks of the Engliſh-Pole.

The *Engliſh-Pole* lieth off the Weſt-end of the *Inner-Bank*, and betwixt *Raen* and the Coaſt of *Flanders*, and is ſteep too; from the Weſt-end runneth a long rib of Sand (in breadth about a Gun-ſhot) ſtretching to the Weſtward, until paſt *Oſtend*, called the *Ript*; it's hard Sand, and good anchor Ground. When *Blankenberg* beareth S. E. by E. from you, there is ſix fathom at low-water upon the *Ript*, and to the Eaſtward more; but towards the *Engliſh-Pole* it is ſhoaler, and the farther to the Weſtward the deeper, unto the outer Bank thwart of *Oſtend*. About Gun-ſhot to the Northward of the *Ript*, it's deeper and ſoft Ground: Alſo towards the South, and S. S. E. about Gun-ſhot over the *Ript*, you will preſently have half a fathom water more, and ſoft Ground. When *Heiſt* (which is a high ſpire Steeple) cometh to the Light-houſe, thwart of that is the ſhoaleſt of this Bank, to the Eaſtward of that it waxeth deeper; being paſt the ſhoaleſt, if you edg towards the Bank, you will find deeper water, and you may run over at half-flood in eighteen foot; but is not ſafe, becauſe of the *French-Pole*. In the Channel, betwixt this Bank and the *Raen*, it's ſoft Ground: On both ſides, as well towards the *Raen* as this Bank, it begins to ſhoal with hard Ground.

Raen. Dry Raen.

The *Raen* lieth to the Northward of the *Engliſh-Pole*, and is hard Ground, and flat on both ſides, and ſo broad that it's about half an hour's ſail over; the Weſt-end is flatteſt and beſt Shoalings. The Eaſt-end of the *Raen* ebbeth dry, and is called the dry *Raen*.

Marks of the Raen. Channel through the Raen.

When *Bruges* cometh in the *Gallowſheads* (which are high Sand-hills, a little to the Eaſtward of *Blankenberg*, where a Gallows formerly did ſtand) then you are off the Weſt-end of the *Raen*, where there is three fathom water, and good Shoalings. Thwart through the *Raen* goeth a Channel, in which there is two fathom and a half at low-water; when *Weſt-Chappel* (in *Flanders*) is a little to the Eaſtward of *Knock*, then are you right with this Channel. When the Caſtle of *Sluce* cometh amongſt the Eaſt Sand-Hills of *Caſant*, then are you off the Eaſt-end of the *Raen*, called before the dry *Raen*.

The Raſes. The Channel betwixt the Raſes.

The *Raſes* lie alongſt the Weſt-ſide of *Walcheren*, and are called the Eaſter and the Norther *Raſes*: Upon both the *Raſes* there is not above two foot and a half at low-water; and are flat on the inner-ſide towards the Land, to the Eaſtward, and to the Southward. When *Weſt-Chappel* (on *Walcheren*) which hath a ſquare Steeple, cometh over the Mill, thwart of that runneth a Channel betwixt the Norther and Eaſter *Raſes*, W. S. W. into the Sea, where there is not above two fathom at low-water.

The Weilings.

The *Weilings* lieth betwixt the *Engliſh-Pole*, and the Coaſt of *Flanders*, and is divided into two Channels, the *Weiling*, and the inner *Weiling*: The inner *Weiling* lieth betwixt the *French-Pole* and the Coaſt of *Flanders*; and the *Weiling* lieth betwixt the *Engliſh* and the *French-Poles*.

For to ſail in at the *Weilings*, coming out of the Sea, you muſt run to the Coaſt of *Flanders* (when you are to the weſtward of *Oſtend*) until you come into five fathom water. Thwart of *Blankenberg*, there did formerly lie a Bank off from the Shore, which you might ſail within; now there is nothing left but a little Flat. Or, when the Steeples of *Bruges* ſtand a Cable's length to the weſtward of *Liſweg* (a ſquare Steeple, and the largeſt thereabouts) then are you to the weſtward of all the foreſaid Sands, Poles and Banks. Keep thoſe Steeples ſo, and run on towards the Coaſt, until you come over the *Ript* of the *Engliſh-Pole*, and that you find again ſoft ground, and more depth, until you come into five fathom; ſail then N. E. and N. E. by E. with the Flood, and N. E. and N. E. by N. with an Ebb. Reckon your Tides well, which there run moſt E. S. E. ſomewhat Southerly, and W. N. W. ſomewhat Northerly, and the Tide runneth ſcarce an Hour alongſt the Shore. Keep the Steeple of *Wenduyn* one or two Ships lengths without the Sconce of *Blankenberg*, ſo long as you can ſee them, and ſtill in five fathom water. When that *Heiſt* cometh to *Bruges*, and *Weſt-Chappel* to *Knock*, then are you in the Fair-way of the *Weilings*; the nearer the *Engliſh-Pole* the deeper water, except you have the ſhoaling of the Bank it ſelf. *Bruges* muſt come to *Heiſt*, before *Weſt-Chappel* cometh to *Knock*, or elſe you will be too far to Seaward, or too near the *Engliſh-Pole*; with the firſt of the Flood you may bring them both at once together, but not with the firſt of the Ebb; if you then get ſhoalings, it is of the *Engliſh-Pole*. From thence ſail alongſt by the ſame Courſe, betwixt the *Engliſh* and the *French-Pole*; the *Engliſh-Pole* is thereabouts flat, which you may ſound. When the Caſtle of *Sluce* cometh to St. *Lambert* (a high ſquare Steeple upon *Caſant*, to the Northward of *Sluce*) then are you paſt the *French-Pole*; then ſail Eaſt right with *Fluſhing*, or elſe obſerve theſe following Marks. *Liſweg* muſt not come within *Heiſt*, before the Caſtle of *Sluce* come to the Eaſt Sand-Hill of *Caſant*; but remain without it, or elſe you will ſail right againſt the *Inner Bank*: when the Caſtle cometh to the Sand-Hill, ſail then boldly E. N. E. and N. E. by E. to avoid the *French-Pole*, until the Steeple of *Fluſhing* come to the Northward of the Priſon Gate, and then you get deeper water; ſail then Eaſt, and E. by S. right with *Fluſhing*. In the *Weiling*, as alſo in the inner *Weiling*, at low-water, there is not leſs than four fathom and a half.

Inner Weiling. Peerdemarkt. Crake-Sand.

The inner *Weiling* (as was ſaid before) lieth in through betwixt the *Inner Bank* and *Caſant*. When you come from the Weſtward into the *Weilings*, and come ſo far that *Weſt-Chappel* comes to *Knock*, and would go in at the *Inner Weiling*; then ſail from thence E. by S. and you ſhall eſpy the Buoy upon the Point of the *Peerdemarkt*, (that is a Sand that ſhooteth off from the Eaſt-point of *Sluce*-Haven, and is very ſteep) leave that Buoy on your Starboard-ſide, and keep St. *Lambert*'s Steeple without the South Sand-Hills of *Caſant* near *Sluce*-Haven, and ſail on N. E. ſomewhat Northerly alongſt by the Shore, to avoid the *Crake-Sand*; and when the Caſtle of *Sluce* and St. *Lambert*'s Steeple come one in the other, then ſail Eaſt right with *Fluſhing*.

The Spleet

The *Spleet* lieth in through betwixt the *Engliſh-Pole* and the *Raen*. Coming out of the Sea, and ſailing in at the *Spleet*, edg towards the Coaſt of *Flanders*: when you are (by your reckoning) to the Weſtward of *Oſtend*, borrow upon it till you get hard Ground, and ſhoaler water, which then for certain is the *Ript*. Having found it in ſix, ſeven, or eight fathom, according as you are to the Eaſtward, or to the Weſtward, then edg off again to the Northward into the Sea, until it begin to ſhoal, and hard Ground; keep ſo the ſounding of the *Ript*, until again you find deeper water, and ſoft Ground. Run in then E. N. E. and edg now and then to the Southwards towards the North-ſide of the foreſaid *Ript*, until *Bruges* come to *Liſweg*, (being a large flat Steeple) or that *Blankenberg* bear South from you, then you come thwart of the *Raen* into the *Spleet*. Bring then the Steeple of *Middleburg* over the inner Sand-Hill, between *Souteland* and *Diſhook*, and run in E. N. E. right with it, until the Caſtle of *Sluce* come to the Eaſtward of the foreſaid Sand-Hills of *Caſant*; ſail then right with *Fluſhing*, and ſo ſhall you go clear of the *Raen* and *Poles*. In dark Weather, when you cannot ſee *Middleburg*; then run in by your Lead alongſt by the North-ſide of the *Ript* E. N. E. until you find the ſhoaling and hard Ground of the *Engliſh-Pole*, and ſo you ſhall run between the *Raen* and the *Pole*; but keep ſounding alongſt the hard Ground of the Bank, and ſteer a little more Eaſterly to avoid the *Raſes*, which lie thwart of *Souteland*, and are ſteep. When you are come ſomewhat further in, ſail then Eaſt towards *Fluſhing*, and you ſhall not come near any ſhoals.

For to ſail from *Fluſhing* out at the *Spleet*, you muſt firſt ſail W. N. W. until that *Weſt-Chappel* come almoſt to the Point

Doorne-Hill.

Inner-Sand-Hill.

The Raen.

of the Sand-Hills, but not without it; or that the Steeple of *Middleburg* come to the inner Sand-Hill, then ſail W. S. W. and you run right out at the *Spleet*, which is above half a league broad, and at low-water upon the ſhoaleſt four fathom and a half. Between *Souteland* and *Diſhook* lieth a high Sand-Hill, which is at the Eaſt-end ſomewhat ſteep, called the *Doorne*-Hill; to the Eaſtward of it lieth another Sand-Hill, which is ſomewhat long, not altogether ſo high as the *Doorne*-Hill, with a little Dale in it, which doth as it were divide the long Sand-Hill in two; the Southward is called the inner Sand-Hill, (becauſe to the Southward of it are no more high Sand-Hills). When the Steeple of *Middleburg* cometh over that inner Sand-Hill, or in that foreſaid Dale, keeping it ſo, you may run out at the *Spleet*, and can take no hurt of the *Pole*, or the *Raen*, you may borrow with Eaſterly Winds of the *Engliſh-Pole*. The *Raen* is flat, ſo that you may ſound out alongſt by it, along the *Spleet*, when in dark Weather you have no ſight of the Marks. When that *Ardenburgh* cometh without the Sand-Hills of *Caſant*, then you are paſt the dry *Raen*, and all the ſhoals, and may go where you pleaſe.

The Doorloy.

To ſail from *Fluſhing* out at the *Doorloy* with Ships that draw much water, you muſt ſet ſail when the water hath flowed an hour or two for to come with half-flood, or high-water to the ſhoals. From *Fluſhing*, firſt ſail alongſt by the Shore, and then W. N. W. until that *Weſt-Chappel* come within two Ships length to the Point of the Sand-Hills; bring not that further out, nor nearer to the Point of the Sand-Hills, leſt you ſail upon the *Raen*. When *Weſt-Chappel* ſtandeth ſo, and St. *Ann* (a flat Steeple in *Flanders*, to the Weſtward of *Sluce*) ſtandeth amongſt the Eaſt-Sand-Hills of *Caſant*, then ſail N. W. by W. out of the *Doorloy*. When St. *Ann* cometh to the Weſtward of the foreſaid Sand-Hill, then cometh the Caſtle of *Sluce* behind that Sand-Hill, keep it ſo, and then ſail out N. W. by W. and you ſhall go clear of the *Raen*, and the *Raſes*. If you bring *Weſt-Chappel* without the Sand-Hills, before St. *Ann* cometh without the foreſaid Sand-Hills, then you are too far to the Northward, and too near the *Raſes*; or if you bring St. *Ann* without the Sand-Hills of *Caſant*, before *Weſt-Chappel* come to the end of the Sand-Hills, then you are too far to the Southward, and juſt againſt the *Raen*: but when you bring *Weſt-Chappel* to the Point of the Sand-Hill, and St. *Ann*'s without the Sand-Hills of *Caſant*, one as ſoon as the other, then are you in the beſt of the Channel.

To find the Doorloy, coming in out of the Sea.

To find this Channel, you muſt run to the *Raen* by your Lead, until that *Weſt-Chappel* come within a Maſt's length of the Sconce, and ſo ſail in, taking the ſoundings of the *Raen*, and run alongſt by it, until St. *Ann* come to the foreſaid Sand-Hill of *Caſant*; then ſail alongſt S. E. by E. and you ſhall ſoon be over the ſhoaleſt, and find deeper water. But you muſt reckon well your Tides, for the Flood falleth into the *Doorloy* firſt South, (likewiſe the after Ebb) afterwards S. S. E. and at laſt to the Southward. Therefore if you go in at *Doorloy* with the firſt of the Flood, ſail E. S. E. or elſe (if you ſhould go in upon your direct Courſe) you may perhaps be carried againſt the *Raen*. Coming then out of the Sea alongſt by the *Raen*, until St. *Ann* be hidden amongſt the Sand-Hills of *Caſant*, then ſteer S. E. until *Weſt-Chappel* come within the Point of the Sand-Hills, and then run boldly in with *Fluſhing*. In dark Weather, you may ſound alongſt by the *Raſes*. When you keep the Caſtle of *Sluce* to the Eaſtward of the foreſaid Sand-Hill upon *Caſant*, then you can take no hurt of the *Raen*: But when the Church of *Sluce* ſtandeth on the Weſt-ſide of theſe Sand-Hills, then you are thwart of the ſhoaleſt of the *Raen*.

Botkil.

Marks of the Botkil.

The *Botkil* lieth through betwixt the Norther *Raſes* and the *Caloo*. To ſail out at the *Botkil*, you muſt run from *Fluſhing*, within two Cables length alongſt by the ſhore, betwixt the *Geer*, the *Raſes*, and the Land; the ſhore is very ſteep, ſo that you may come cloſe by it with great Ships, without danger. The *Raſes* are flat on the inner ſide toward the Land. To the Eaſtward, or to the Southward of *Souteland*, in the Fair-way, it's five and ſix fathom deep; but to the Northward or to the Weſtward it's deeper; and thwart of *Weſt-Chappel* it's eight or nine fathom deep. When *Buyens* Church (which is to the Eaſtward of *Weſt-Chappel*) cometh over the Mill that is to the Weſtward of *Weſt-Chappel*, keep them one in another, and you ſhall then run right out of the *Botkil*, betwixt the Norther *Raſes* on the Larboard ſide, and a Sand called *Caloo*, on the Starboard-ſide. In the *Botkil* there is not leſs than four fathom and a half water, but upon *Caloo* Sand no more than three or four foot.

Caloo-Sand.

Querns.

Land-Deep.

The Geer.

To the Northward of *Caloo*-Sand lieth another Flat, called the *Querns*, lying alongſt as far Northerly as *Domburg*; betwixt them both is a Channel of four or five fathom deep, called the *Eaſt-Gat*. To ſail out, or to find it coming out of the Sea, you muſt bring *Weſt-Chappel* to the Northermoſt Peer or Head of *Walcheren*, (which is eaſily known) and run out or in thereby. Between the *Querns* and the Land goeth out another Channel, of three fathom and a half deep, called *Land-Deep*. To find that, coming out of the Sea, you muſt run to the ſhore, thwart of *Domburg*, (which is a ſpire Steeple) into three, or two fathom and a half, and keep the ſounding of the Shore as near as you pleaſe, and run in alongſt by the Peers or Heads, till you come within. When you come in at any of theſe Channels, and are come ſo far to the Eaſtward as betwixt *Buyens* Church and *Souteland*, and that you muſt turn to Windward with an Eaſterly Wind; then you may ſail betwixt the Eaſtern *Raſes*, and the Flat to the Eaſtward of it, called the *Geer*; and ſo come out in the broad Channel, into the *Doorloy* and *Spleet*, and ſo run about to the Southward of the *Geer* unto *Fluſhing*.

Stone-Bank.

Marks of the Stone-Bank.

Oyſter-Bank.

About two leagues without the Land of *Zealand*, or *Walcheren*, lieth a long ſmall Bank S. W. and N. E. called the *Stone-Bank*; on the middle thereof there is not above two fathom, and upon the North-end of it three fathom. If you would ſail in or out, at the *Botkil*, or the Channels to the Northward of it, (to wit) the *Eaſt-Gat*, or *Land-Deep*, you muſt ſail about either to the Northward, or to the Southward of that *Stone-Bank*. When *Middleburgh* cometh over *Domburg*, then are you thwart of this Bank; but if you bring *Middleburgh* half-ways betwixt *Domburgh* and *Eaſt-Chappel*, and ſo ſail to the Land, then you run alongſt to the Northward of it. Or elſe, if you bring *Weſt-Chappel* E. S. E. from you, in a black Valley of the Sand-Hills, and ſo ſail right in, and then you run alongſt to the Southward of it. Within this Bank it's eight, nine, and at ſome places ten fathom deep. Upon the foreſaid Marks and Courſes, (to wit) *Weſt-Chappel* E. S. E. from you, in a black Valley, you may ſail right in at the *Botkil*: When *Eaſt-Chappel* cometh ſomewhat to the Eaſtward of *Domburg*, then you will get deeper water; ſail then towards the ſhore, and ſo alongſt by it as aforeſaid. A little from the S. W. end of this Bank lieth another, called the *Oyſter-Bank*, but not very long, whereon there is at low-water about four fathom.

The Setting of the Tides.

Before the *Weilings*, a S. by W. and S. S. W. Moon maketh full Sea.

At *Fluſhing* and *Ramkens*, a S. S. W. Moon.

At *Weſt-Chappel* (upon the Land of *Walcheren*) a South Moon.

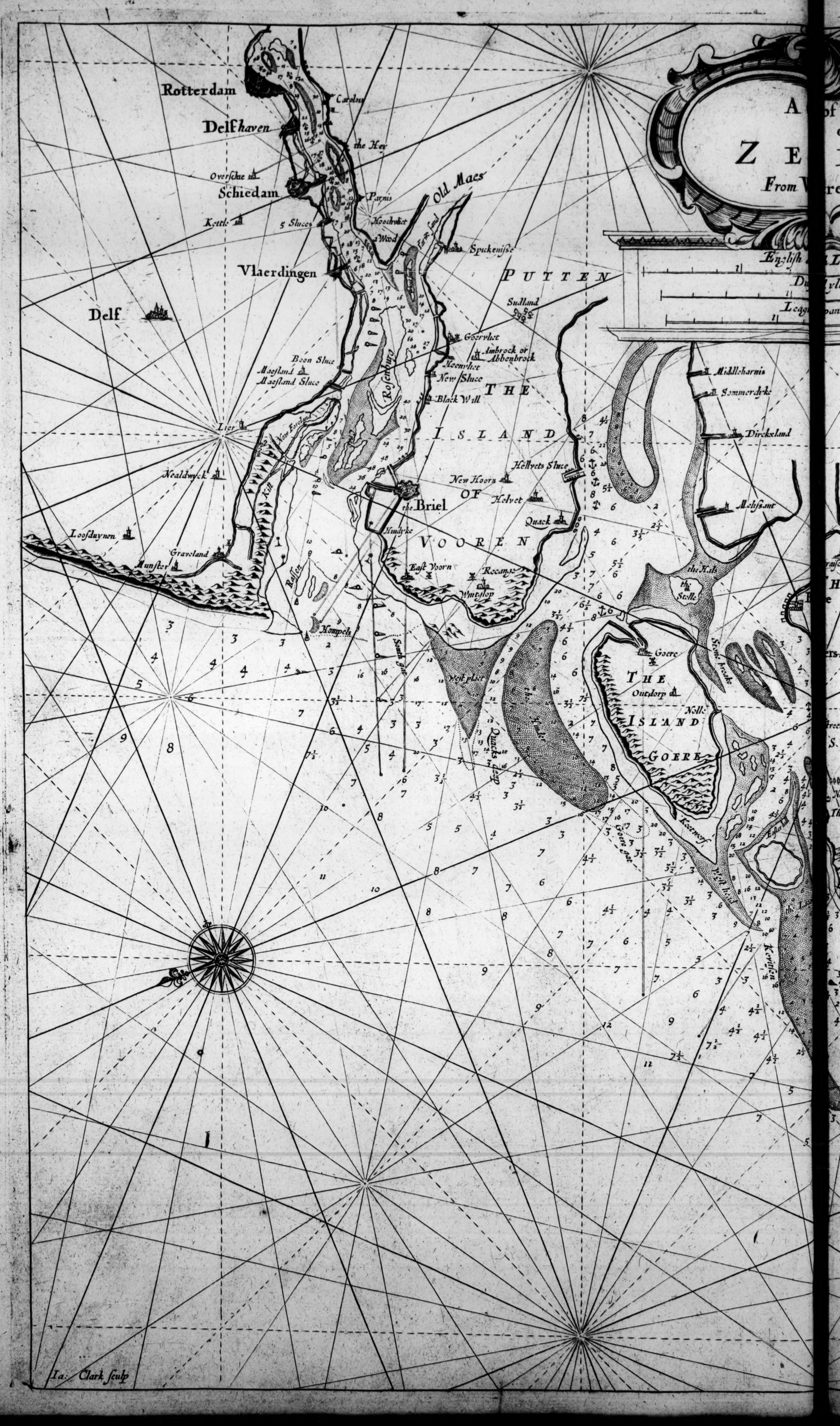
When the water is fallen half an hour, then the Tide there beginneth to run out, and when it hath flowed half an hour, it beginneth to run in; but before the *Botkil* it beginneth to turn an hour before low-water, but it falleth long before at Sea. In the *Spleet*, and over the ſhoals lying thereabouts, the Tide turneth about againſt the Sun, and at laſt falleth in at the Channels. A South Moon maketh there the higheſt water. The firſt of the Flood there, falleth over the ſhoals towards the Land. When the Moon is about E. S. E. or that it be about two hours Flood, then it beginneth to turn to the Southward: Firſt, S. S. W. and then paſt the South towards the Eaſt, until the Moon be S. S. E. and then the Flood falleth to the Eaſtward. When *Blankenberg* beareth about S. E. by E. from you, from thence to the Eaſtward, the Tide turneth about againſt the Sun; but from thence to the VVeſtward, you will not find the Tides to turn about.

Againſt *Zealand* in the Fair-way, a third part of the Flood runneth towards the Land, and afterwards E. by N. You may ſee *Zealand* from the Deck, in 16 fathom water.

Courſes and Diſtances.

From *Blankenberg* to *Fluſhing*, E. N. E.	5 ½ leagues.
From *Fluſhing* to the North *Foreland* Weſt, ſomewhat Southerly,	25 leagues.
From the *Weilings* to *Dover*, W. by S.	26 leagues.
From the *Weilings* to *Yarmouth*, N. W. and N. W. by W.	35 leagues.

Thus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Gravoland
Munster
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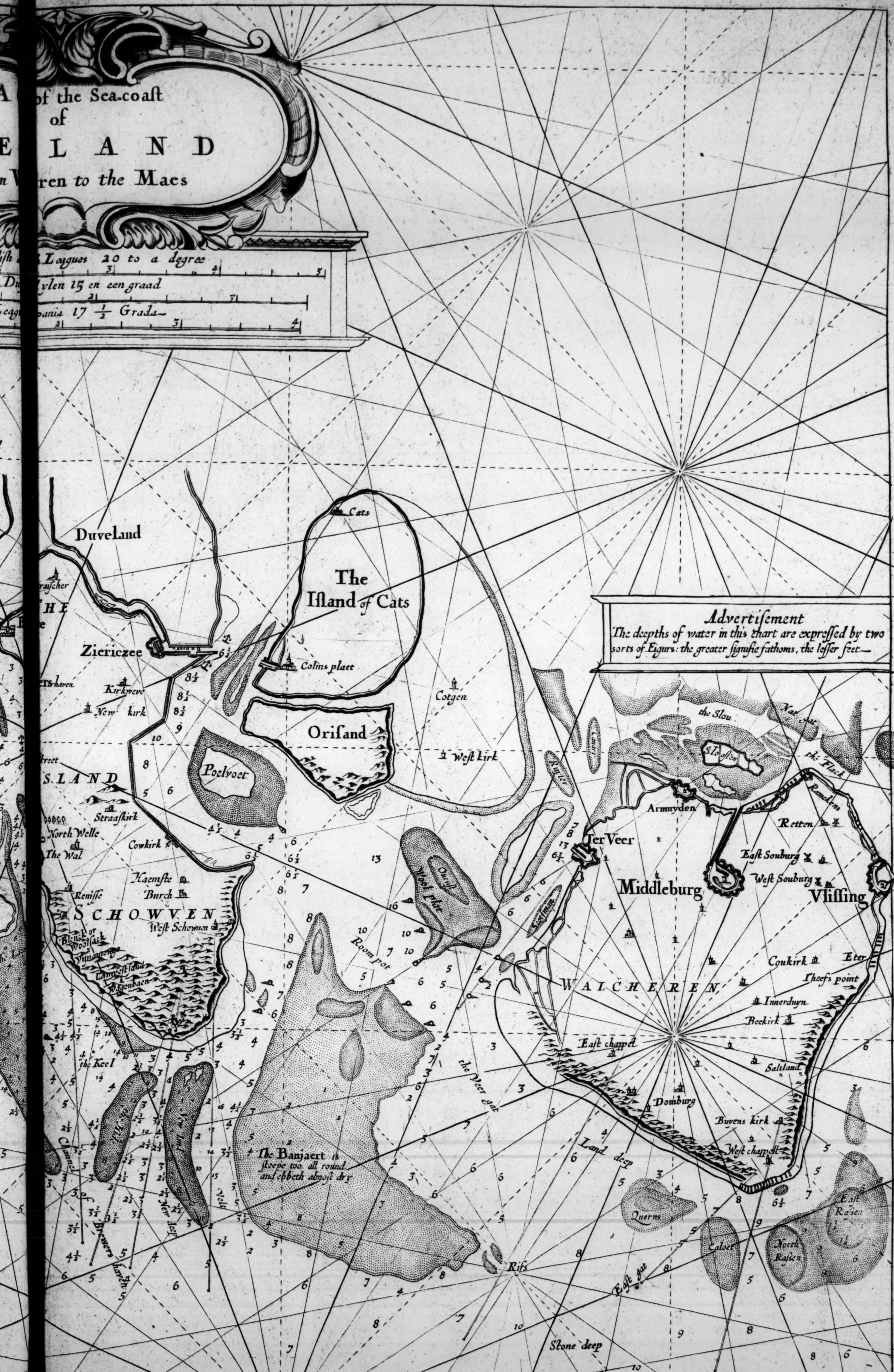
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Advertiſement
The deepths of water in this chart are expreſſed by two sorts of Figurs: the greater ſignifie fathoms, the leſſer feet
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Kirkweve
New kirk
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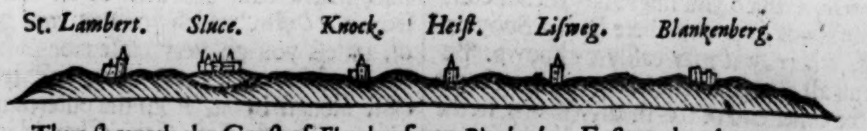
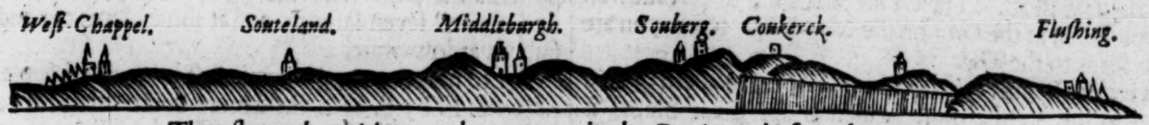
Oriſand
Poelvoet
Cotgen
West kirk
SLAND
Straaſkirk
North Welle
The Wal
Cowkirk
Haemſte
Burch
Remiſſe
SCHOWVEN
West Schowen
Blenck or Woolſack
Vijnamenge
Lammeſt ſand
Wagenbaen
the Keel
Channel of Brewers haven
New land
New deep
Veld
The Banjaert is ſteepe too all round and ebbeth almoſt dry
Room pot
Rifs
the Veer gat
Land deep
Stone deep
East gat
Querns
Caloet
East Raſen
North Raſen
The Put
Scotſman
Rufles
the Slou
Sloosten
Nar gat
the Flack
Armuyden
Ter Veer
Middleburg
Ramekens
Retten
East Souburg
West Souburg
Vliſſing
WALCHEREN
Coukirk
Eter
Theefs point
Innerduyn
Beekirk
Saltland
East chappel
Domburg
Buvens kirk
West chappell

BRITISH MUSEUM

Thus appear theſe Lands at Sea.



Thus ſheweth the Coaſt of *Flanders* from *Blankenberg* Eaſtward, when you ſail in or out at the *Weilings.*



Thus ſheweth *Walcheren,* when you are in the *Doorloy,* or before the *Spleet.*

CHAP. VII.

Being a Deſcription of the Channels of Ter-Veer, Zierickzee, *and* Brewers-*Haven.*

BEtwixt the Iſlands *Walcheren* and *Schowen,* lieth in theſe Channels the *Veer-Gat,* the *Room-Pot,* and the *Velt.* Veer-Gat. To ſail in at the *Veer-Gat* (coming out of the Sea) you muſt not keep *Weſt-Chappel* to the Weſtward of the South from you, and ſo you will be clear of the *Banjaert*; but if you bring *Weſt-Chappel* to the Weſtward of the South from you, you will ſail upon the *Banjaert.* Run ſo right with *Weſt-Chappel* South from you, until that *Middleburgh* come over *Eaſt-Chappel,* then are you at the end of the *Banjaert*; ſail then right with *Eaſt-Chappel* and *Middleburgh,* until that *Cortgeen* come a Capſton-Bar's length to the Southward of *Weſtkerk* (which are two Towers ſtanding in the ſunken Land, off the *Land of Cats*) which will then bear about E.S.E. from you; keep them ſo, and run right in with them, until you have ſight of the firſt Buoy of the *Veer-Gat.* In the *Veer-Gat* lie three Buoys, in faſhion of great Hogſheads, which you muſt leave on your Starboard-ſide. Before you come to the firſt Buoy, you will ſail by another Buoy on your Larboard-ſide, Pole of the Banjaert. lying upon the Point of the Pole of the *Banjaert,* that Buoy is like all other Sea-Buoys. The foreſaid firſt Buoy in the *Veer-Gat,* lieth in three fathom and a half water. From the firſt to the ſecond, and ſo to the third Buoy, the Courſe is S. E. by E. ſomewhat Southerly; and you may eaſily ſee from one to another. The ſecond and third Buoys lie in two fathom, each upon a Point of a Flat, called the Maid. *Maid.* Over againſt the third Buoy, lieth a ſhoal, called the Unreſt. *Unreſt,* which lieth with a long ſharp Point towards the third Buoy; ſo that it is not there very broad betwixt them, therefore you muſt run cloſe alongſt to the Northward of the Buoy: Betwixt the Buoy and the foreſaid Point of the *Unreſt,* there is not above twelve or thirteen foot water; but thwart of the firſt and ſecond Buoy, it's broad and deep enough. Being paſt the third Buoy, ſail then right to *Ter Veer*; Scotſman. over againſt *Ter-Veer* lieth a Flat, called the *Scotſman,* which you muſt avoid, and keep it on your Starboard-ſide.

You may run into *Zierickzee* through divers Channels, as To ſail in at the Roompot. the *Room-Pot,* the *Velt,* the *New-Deep,* and the *Keel.* If you ſail in at the *Room-Pot* to *Zierickzee,* and that you are come betwixt the foreſaid Buoy upon the Point of the *Pole,* and the firſt or outermoſt Buoy of the *Veer-Gat,* then cometh *Domburgh* to the *Hoot*; which is a white Sand-Hill upon *Walcheren,* almoſt in faſhion like the *Woolſaks,* upon the Land of *Schowen*; keep them one in the other, and you ſhall run alongſt by two Buoys more, which lie on your Larboard-ſide alongſt by the *Pole,* and you ſhall ſee one Buoy with a Tail, lying upon the Weſt-point of the *Woolplat,* over againſt the third Buoy of the *Pole.* You muſt run through betwixt theſe two Buoys; leaving that with a Tail on your Starboard-ſide, and run about by it to the Eaſtward. There lie alſo two Buoys with Woolplat. Tails (beſides theſe) upon the *Woolplat*; you may eaſily ſee from one to the other; theſe you muſt leave on your Starboard-ſide alſo, and run alongſt to the Northward of them E. S. E. or thereabouts, until the Steeple of *Konkerk* (upon *Schowen*) come even without the Point of *Scowen*; run then right with that Point, and about by it, and then alongſt by the Shore unto *Zierickzee.* When you run towards the Point of *Schowen,* then you ſail through between two Buoys more; the one lying on your Larboard-ſide, upon the Eaſtermoſt Point of the *Banjaert,* and the other with a Tail on your Starboard-ſide, upon the Point of another Flat, called *Polevoot,* Polevoot. lying betwixt the Land of *Schowen* and *Oreſand.* All the Buoys with Tails you muſt leave on your Starboard-ſide, ſailing in, and thoſe without the Tails on your Larboard-ſide. The Fiſhermen (by Day-time) run moſt about to the Southward of the *Polevoot*-Flat, and leave the foreſaid Buoy with the Tail on the Larboard-ſide; by your Lead you may borrow of this Flat, but you muſt ſound quick. But in the Night they run by *Schowen,* cloſe alongſt by the Shore, which is exceeding ſteep too.

To ſail in at the *Velt,* you muſt obſerve theſe Marks: Al- The Velt. moſt upon the Southermoſt end of *Schowen* ſtandeth a Tower alone in the Field, with a Beacon upon it, called the *Weſt-Schowen*; bring that Tower a Capſton-Bar's length to the Southward of the Southermoſt Beacon at the Weſt-end of *Schowen,* and ſo ſail in, and you ſhall run in betwixt the *New-Sand,* and the *Banjaert,* and ſhall find in the ſhoaleſt part thwart of the outermoſt Point of the *New-Sand,* twelve and fourteen foot, and by the Shore twenty foot deep: When you come in by the Shore, run all alongſt by it, until you come to *Zierickzee,* by the Directions that you will find in the Deſcription of the *Keel.* When you run in at this Channel, you muſt take very good heed of the *Banjaert,* which is very ſteep on the North-ſide, cloſe to it three, four, and five fathom; but thwart of the ſhoal, which lieth thwart of *Schowen,* ſix and ſeven fathom deep. The *New-Sand* is indifferent flat on the South-ſide, that you may borrow of it by your Lead.

For to ſail in at *New-Deep,* you muſt look out for two New-Deep. Stone Light-houſes, ſtanding a little to the Southward of the Beacons, that ſtand upon the Weſt-end of *Schowen*; bring the innermoſt a Handſpike's length to the Southward of the outermoſt, and then run right in with them, and you ſhall ſail betwixt the *Hide* and the *New-Sand,* in ſixteen, ſeventeen, and eighteen foot water. Run in alongſt by the foreſaid Marks, till you come by the Shore, and then you come into the *Keel*: if you bring the Light-houſes one in the other, and ſo ſail in, you ſhall run over the Tail of the *Hide* in eleven or twelve foot. The *Hide* is ſomewhat a flat Sand, to which by your Lead you may come near to the South-ſide; but the *New-Sand* is very ſteep, and the Sea breaketh very much upon it. When you come into the *Keel,* ſail to *Zierickzee* by the Directions that you will find in the Deſcription of the Channel of the *Keel,* which now followeth.

For to ſail into *Zierickzee* through the *Keel,* run in by theſe Keel. Marks. Upon the Weſt-end of *Schowen* ſtand two Beacons, bring them one in another, and run right in with them, until the Steeple of *Reniſt* (which is ſomewhat ſharp) come to the *Blenk,* or *Woolſack,* (which is a high white Sand-Hill, ſhewing it ſelf both in Whiteneſs and Height, above all the other Sand-Hills) ſail ſo, until that *Ter-Veer* come to the Weſtermoſt Point of *Schowen,* called the *Hoot*: Keep them one in the other, and run in till you come by the Shore, and then alongſt by it, and ſo you ſhall find in the ſhoaleſt of the Channel eighteen and nineteen foot water; and coming againſt *Hoot*-Point, four and five fathom. Betwixt *Hoot* and the *New-Sand* (which at ſome places ebbeth dry at the Eaſt-end)

Shoal.

run all alongſt by the Shore of *Schowen*, until you come thwart off of the Southermoſt Beacon; edg then ſomewhat off from the Shore towards the *Banjaert*, to avoid a ſhoal lying off from the *Schowen*, (which you might ſail within coming out of the Sea, but is not ſo ſafe;) there lieth a Buoy upon the near end of it, whereby it may eaſily be known. Being paſt that ſhoal, run all alongſt by the Shore, till you come to *Zierickzee*. At the other end of this ſhoal, (that is, to the Eaſtward) there is lately laid another Buoy, for thoſe that will ſail out that way, that they may not run upon the Eaſt-ſide of the ſaid ſhoal. Theſe Directions are to be followed when you ſail in at the *Velt*, or the *New-Deep*, when you are ſailed ſo far as to the *Keel*.

The Springer.

Bree, or Broad-Bank.

Ooſter, or Eaſter-Bank.

Channel of Brewers-Haven.

Betwixt the Iſlands *Schowen* and *Goeree*, there goeth in two Channels; the Southermoſt (which is for great Ships) is called *Brewers*-Haven Channel: The Northermoſt (only for ſmall Ships) is called *Kevitſen*. Betwixt them lieth a great dry Sand, called the *Springer*, which is not covered but with very high Floods. Before the Iſland, or Land of *Schowen*, thwart of *Brewers*-Haven Channel, lie three Banks; the outermoſt is called *Bree*, or *Broad-Bank*; on which is ſeven fathom water, and lieth a good ways from the Land, having within it nineteen fathom. Upon the ſecond, nearer the Shore, there is five fathom, and again within it ſeven fathom. The third, called the *Ooſter*, or *Eaſter*, lieth cloſe by the Land, and runneth in to the Eaſtward, betwixt *Schowen* and the Land of *Goeree*, on which is no more than ſix foot water in ſome places. If you would ſail into the Channel of *Brewers* Haven, you muſt go to the Weſtward of it, and ſail as followeth. Bring the two Beacons (upon the Weſt-end of *Schowen*) one in another, and run right in with them ſo, until the Steeple of *Reniſt* come to the *Blenk*, or *Woolſack*; then leave the Beacons, and run in by the Marks of the *Blenk*, and *Reniſt*, until that *Outdorp*, a little white ſpire Steeple upon the Iſland *Goeree*, come to the Steeple of *Goeree*, and ſo you ſhall go in betwixt the *Ooſter* on the Larboard-ſide, and the *Blenk* on the Starboard-ſide, and alongſt a little to the Southermoſt of the outermoſt Buoy, until you come within the *Ooſter*. When *Outdorp* and *Goeree*, are one in another, then leave alſo the Marks of *Reniſt* and *Blenk*, and run right in with *Goeree*, till you come near the ſecond Buoy; or if there lie no Buoys, until that *Bommen* come a little without *Oſteſteert*, or *Oxtail*, which is a Point of *Schowen*, lying out a little to the Weſtward of *Brewers*-Haven. The Channel is broad and deep, very convenient for great Ships. If here you turn to Windward, either out or in, you may run alongſt a good ways on both ſides the Buoy, as well of the outermoſt, as the ſecond Buoy; but to the Southward of them, it's deepeſt in the common Fair-way. The third Buoy hath a Tail, and lieth on a Point of Sand running off from the *Ooſter*, which you may not go to the Northward of, unleſs you go very cloſe alongſt by it. All alongſt the Shore of *Schowen* it's very deep, and ſteep too; you may run cloſe alongſt by it, from the outermoſt Buoy unto *Brewers*-Haven. The ſhoaleſt of this Channel is eighteen or nineteen foot deep, at leaſt a league without the Land: Coming in betwixt the *Ooſter* and the *Hide*, and further in, it is four, five, ſix and ſeven fathom, and at ſome places ten and eleven fathom at low-water.

Kevitſon.

For to find the *Kevitſen*, you muſt bring the Steeple of *Zierickzee* S. E. by S. or a little more Southerly from you, and and then you will eſpy upon the Land of *Schowen*, near the Steeple of *Zierickzee*, a Wood; bring that and the Steeple of *Zierickzee* one in the other, and ſo run right in, until you come againſt the Sand; ſo ſhoal (or as near) as you can, and then you are run far enough alongſt to the Weſtward of the ſhoal, called the *Weſt-Head*. When you are come in within *Weſt-Head*, againſt the Sand on the South-ſide, then go in Eaſt alongſt by the *Springer*-Sand; from the end of which, there alſo ſhooteth off a Point, which you muſt ſound for; being paſt that, run directly with *Brewers*-Haven. In this Channel, in the ſhoaleſt part, there is ten foot water.

Of the Setting of the Tides.

In the *Veer-Gat*, a South Moon maketh full Sea.

It is not good to run in at the *Veer-Gat* with a Southerly, S. W. Wind, before the Flood be half ſpent, for the after-Ebb, and the fore-Flood, run thwart over the *Banjaert*, hard in at the *Room-Pot*, towards the Land of *Schowen*; but when the Flood is half ſpent, then it runneth right in at the *Veer-Gat*. At a S. E. Moon it is there two thirds Flood.

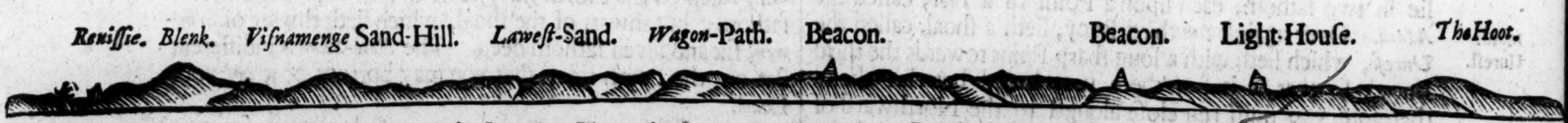
At *Ter-Veer*, a S. S. W. Moon maketh full Sea.

In the Channel of *Brewers*-Haven, a S. by W. Moon.

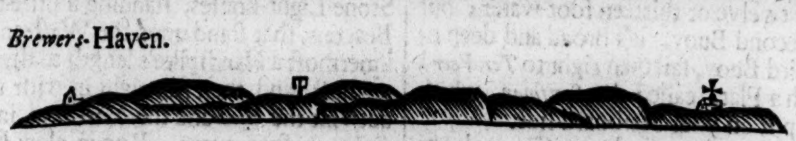
Before *Brewers*-Haven, a S. S. W. Moon.

Before the Channels of *Brewers*-Haven, and *Ter-Veer*, the Flood turneth about with the Sun; ſo that the after-Flood runneth in at the Channels, and afterwards turneth about to the Southward, and continueth to the running of the Ebb; but the after-Ebb runneth right out of the Channels, thwart into the Sea, and then with a fore-Flood about to the Northward.

Thus appear theſe Lands at Sea.


Reniſſie.
Blenk.
Viſnamenge Sand-Hill.
Laweſt-Sand.
Wagon-Path.
Beacon.
Beacon.
Light-Houſe.
The Hoot.

When you are before the Channel of *Brewers*-Haven, the Land of *Schowen* ſheweth it ſelf thus.


Brewers-Haven.

The Land at *Schowen*, ſheweth it ſelf thus, when it's thwart from you, three or four leagues off.

CHAP. VIII.

A Deſcription of the Channels of Goerees-Gat, *and the* Maes.

Hinder.

Goerees-Gat.

Betwixt the Iſland *Goeree* and the Iſland of *Vooren*, or Land of the *Briel*, there goeth in two Channels; the Northermoſt is called the *Quacks-Deep*, and is not for great Ships; the other *Goerees-Gat*. Betwixt theſe two Channels lieth a great Flat, called the *Hinder*; which at low-water, is not above five, ſix, or ſeven foot deep: to the Northward of it goeth in *Quacks-Deep*, and to the Southward of it goeth in *Goerees-Gat*. To ſail in at *Goerees-Gat*, you muſt bring the Steeple of *Goeree*, and the Beacon upon the Land of *Goeree* one in the other, and then they will bear Eaſt, and E. by S. from you. If you cannot ſee the Beacon, then bring the Steeple E. by S. and E. S. E. from you, according as you have the Wind; ſail in right with it, until you come cloſe aboard the Shore, and then ſail in, within a Stone's caſt alongſt by it E. by N. and Eaſt, ſo long until you find the Land fall away to the Southward; thereabouts falleth off from the Shore a little Tail, which you may ſail within in going out, but not in coming in; there you muſt edg a little further off from the Shore: being paſt that, luff up again towards the Shore, or Haven of *Goeree*, and anchor there before it. Or elſe, if you will, run up to *Helvert-Sluce*, bringing the Mill (which ſtandeth to the Weſtward of *Goeree*) a little to the Northward of the Steeple of *Goeree*; keep them ſo, and ſail up to *Helvert-Sluce*, and you ſhall not come near the Flat,

To ſail into the Helvert-Sluce.

Flat, which lieth over againſt, or to the Southward of *Helvert-Sluce.* When you ſail in at *Goerees-Gat* with a bare Southerly Wind, and that you cannot bring the Beacon and Steeple one in the other, you may bring the Steeple well E. S. E. or a Capſton-Bar's length to the Northward of the Beacon, and then run over till you come againſt the Shore, and ſo you ſhall run over the Tail of the *Hinder*, in fourteen or fifteen foot water; the nearer the Shore the deeper. A little within the Beacon, or almoſt thwart of it, is the narroweſt of the Channel, further in it's wider; on the North-ſide towards the *Hinder*, it's riſing Ground, but the South-ſhore is very ſteep.

Quacks-Deep.

For to find *Quacks-Deep*, coming from the Weſtward, you muſt keep the Steeple of the *Briel* Eaſt from you, and ſo run in, until the great Country-Houſe (which you may ſee ſtand alone, a little within the Point of the *Quack*) come to the Southern Sand-Hills of the Land of the *Briel*, which will then bear about S. E. from you; keep them ſo, and run right in, until that *Ooſtvoorn* come to the Weſtermoſt, or Southermoſt Sand-Hills; then run in alongſt by the Shore ſomewhat more Southerly, until that *Goeree* come to the Eaſtward, or within the Sand-Hills, and then you are paſt the Eaſt-point of the *Hinder*, which is called by the Pilots the *Buyen*; run then towards *Goeree*, or to the Eaſtward of *Helverts-Sluce*, or where you deſire to be.

The Maes.

The *Maes* lieth in betwixt the Land of *Vooren* and *Holland*, and hath two Channels; the Southermoſt goeth in by the South-ſhore, or Land of *Vooren*, or the *Briel*, and the Northermoſt by the North-ſhore: Betwixt theſe two Channels lieth a great ſhoal of Sand, called the *Honde-Flat*; on which at low-water, is not above ſix or ſeven foot, and at ſome places eight foot water.

To ſail in at the South Channel of the Maes.

To find the Souther Channel (coming out of the Sea) before you can ſee the Beacons, you muſt bring the Steeple of the *Breil* (which is a large ſquare Steeple without any Spire) E. S. E. from you, or ſomewhat more Eaſterly, or Southerly, according as you get ſight of the Beacons; then bring them one in another, and ſo run right in with them. Or elſe, if you bring the Steeple of the *Breil* a Handſpike's length to the Northward of *Ooſtvorn*, and ſo run right in, and you ſhall without fail, run right with the outermoſt Buoy, which (at low-water) lieth in three fathom. From the outermoſt Buoy, to the ſecond and third, you muſt ſail right with the Beacons; the ſecond Buoy lieth in thirteen, and the third in eleven foot water; being thwart of it, the Steeple of *Goeree* cometh a little upon the Sea-ſhore of the Land of the *Breil*. The fourth Buoy lieth from the third, near upon the ſame Courſe, or a little more Southerly, right in with the Beacons. Betwixt theſe Buoys is the ſhoaleſt part of the *Maes*, being but ten foot water; by the fourth Buoy it beginneth to be deeper, that Buoy lieth in eleven foot. From without unto the fourth Buoy, the Channel is of a good breadth; ſo that you may turn in to Windward a good ways on both ſides of the Buoys, and borrow of the Shores on both ſides by your Lead; but right alongſt, a little to the Southward of the Buoys, is the beſt of the Channel. The fifth Buoy lieth in from the fourth, E. N. E. and N. E. by E. on the North-ſide of the Channel in *Honde-Flat*, in eleven foot, which you muſt leave on your Larboard-ſide, and run in about to the Southward of it. From the fourth to the fifth, alongſt to the Southward of the Buoys in the Fair-way, it's 13, 15, 16, and 17 foot deep; and by the fifth Buoy, five fathom: The ſixth Buoy lieth from the fifth, E. by N. in eleven foot water. Alſo on the North-ſhore, or *Honde-Flat*, alongſt to the Southward of it, the Channel is at the narroweſt, and five or ſix fathom deep; the South-ſhore is thereabouts very ſteep; cloſe to it it's ſix, and ſix fathom and a half deep. As ſoon as you come paſt the ſixth Buoy, then cometh *Maes-Land-Sluce*, and the Steeple of *Vlaerdengen*, one in the other, keep them ſo, and run right in with them, till you get the Houſe of *Lucht* over *Ambroeck*, and then you will run far enough alongſt to the Northward of the *Polder*, and by the ſide of the ſeventh Buoy, in the deepeſt water. You will find in the Fair-way four, and four fathom and a half, ſail then towards the *Breil*, or upward, where you deſire to be.

Note.

That all theſe Depths aforeſaid, and thoſe following of the *Maes*, are here mentioned according to the loweſt water of a common Tide; it floweth there ſix foot up and down.

To ſail in at the Norther Channel of the Maes.

Upon the North-ſhore of the *Maes*, about S. W. from *Grave-Sand*, are two Beacons. For to ſail in at the Norther Channel, bring the innermoſt of the two, which is the biggeſt, half a Handſpike's length to the Southward of the outermoſt, and then they will bear a little to the Southward of the Eaſt from you: keep them ſo, and then ſail right in, and you will certainly ſail right with the outermoſt Buoy; which at low-water lieth in 20 foot. Or elſe, if you come from the Northward alongſt the Shore, and keep the Soundings of the Shore in 20 foot at low-water, or ſomething more, according as it flows, you will then fall right with the outermoſt Buoy; or if you keep nearer the Shore in eleven or twelve foot, then you will fall with the ſecond Buoy. From the outermoſt Buoy to the ſecond, ſail ſtill right with the Beacons, which lie in ten or eleven foot, in the ſhoaleſt of the Channel, right thwart of the outermoſt Point of the Land on the North-ſide, but nearer the *Honde-Flat* than the Point which lieth off from the North-ſhore, ſo that you muſt go about to the Northward of it ſailing in: you may alſo for need go to the Southward of it, but alongſt to the Northward it is broadeſt. From the North-point runneth off a little Tail, whereof you muſt take very good heed; it is very ſteep, and on it ſometimes the Sea breaketh very much. With Weſterly Winds the Sea is all in a breach all over that Northern Channel, thwart of this foreſaid ſecond Buoy, ſo that to ſee to you would not think it a Channel; but fear not to run cloſe alongſt to the foreſaid ſecond Buoy; thwart of it, you will not have leſs than thirteen foot water at half-flood.

From the ſecond Buoy to the third, the Courſe is a little more Northerly; and when you are at one, you may ſee to the other. When you come to the third Buoy, the innermoſt Beacon ſtandeth a little to the Northward of the outermoſt: This third Buoy lieth at the North end of the *Raſſen*, in eleven foot water, as doth the ſecond; to the Northward of which, you muſt alſo go about. Betwixt the ſecond and third Buoy (in the Fair-way) it's all one depth; the North-ſhore is ſteep about the ſecond Buoy, but towards the third Buoy it's ſomewhat flatter. The fourth Buoy lieth from the third S.S.E. upon the South-end of the *Raſſen*: The *Raſſen* is an arm of Sand on the Eaſt-ſide of the *Honde-Flat*, very ſteep, and at ſome places ebbeth dry. Betwixt the third and fourth Buoy, in the Fair-way, it's 14, 15, and 16 foot water, which by the Fiſhermen is called the *Pan*; on the N. E. ſide it's riſing Ground, which in turning to Windward, you may borrow of it by your Lead, as ſhoal as you will. When the Steeples of *Monſter* and *Grave-Sand* come one in another, then you are paſt the *Raſſen*. The fifth Buoy lieth in eleven or twelve foot water, upon the Eaſt-point of the new *Rib*, and lieth from the fourth Buoy S. E. by S. all which you muſt leave on your Starboard-ſide, in ſailing in; to the Eaſtward of it, the Southern and Northern Channels come together in one. From the fifth Buoy to the ſixth, which is the Buoy againſt the *Polder*, it's near the ſame Courſe, but you eaſily ſee from one to the other; that alſo you muſt leave on your Starboard-ſide: Thwart of it in the Fair-way, it is 16 and 17 foot deep. Coming to the Eaſtward of that Buoy againſt the *Polder*, you will ſee a Houſe upon the Dike betwixt *Swaertwal*, and the Head of the *Breil*, called the Houſe of *Lucht*; bring that over *Ambroek*, which hath a Steeple that is ſomewhat flat, a little to the Southward of *Swaertwal*, and ſo ſail right in with them, till you come before the *Breil*. If you deſire to anchor there, you muſt leave two Buoys more on your Larboard-ſide: The firſt is, the Eaſtermoſt Buoy, againſt the *Polder*; the ſe- is, the Buoy upon the *Crab*, which lieth off from the Iſland *Roſenburgh*, until paſt the *Breil*. But if you would ſail further up, then run right up with the foreſaid Marks of *Ambroek*, and the Houſe of *Lucht*, until you come near the Shore, and then alongſt by it until you come to *Heenvliet*. From the Eaſt-end of *Roſenburgh*, runneth off a Tail, which you may run within when you ſail upwards. If you bring not the Tower of the *Breil* (when you are paſt the Heads of *Swaertwal*) without, or to the Northwards of theſe Heads, but keep it to the Southwards of them, then you cannot ſail within it, but far enough alongſt to the Southwards of it. A little to the Eaſtward of *Heenvliet*, goeth in the old *Maes*, the Flood ſetteth in there very ſtrong; therefore you muſt be careful that you are not carried upon the *Wheat-Sand*, which is a great Flat lying in the midſt of the Mouth of the old *Maes*, which ebbeth dry a great way at low-water, and lieth out with a long ſmall Point, to the Weſtward, into the *Maes*. To avoid it, you muſt look out for a Wood, ſtanding on the South-ſhore, a little to the Eaſtward of the Point of entrance into the old *Maes*; keep the Steeple of *Rotterdam* a little to the Northward of that Wood, and then you ſhall go clear of the *Wheat-Sand*; but if you bring the Steeple to the Southward of the foreſaid Wood, you will certainly

The Raſſen.

The Pan.

Rib.

Polder.

Lucht-Houſe.

Roſenburgh.

Swaertwal

The old Maes.

Wheat-Sand.

touch

touch upon the Tail of it. To the Northward of the *Wheat-Sand*, goeth in a Channel, which you may ſail up in the old *Maes* to *Dordrecht*: In this alſo lie two Buoys; if you would run in there, run in by the foreſaid Marks of the Steeple of *Rotterdam*, and the Wood, until the Steeple of the *Breil* come over a Tiled Houſe, which ſtandeth upon the South-ſide of the Eaſt end of *Roſſenburgh*; keep them ſo, and you ſhall not miſs the Buoy. Being paſt the old *Maes*, you muſt ſail up, keeping the middle of the Channel paſt *Vleardengen*, unto the five Sluces; from thence you may take the South-ſhore, and **A ſhoal.** run cloſe alongſt by it until you are over a ſmall Shoal, or Bank, (whereon at low-water is about eleven or twelve foot, the nearer the South-ſhore the deeper) lying thwart over the *Maes*: as ſoon as you are paſt that, then ſail right towards the Head of *Scheidam*, there you ſhall have the deepeſt water. **Delf-Haven.** If you would go into *Delf*-Haven, then (being paſt *Scheidam*) keep the Soundings of the North-ſhore, and run alongſt by it until you come before the Haven, and there come to an anchor. **Rotterdam.** But if you would ſail to *Rotterdam*, then run alongſt by the North-ſhore, until that *Overſchy* and the Houſe of *Spam*, come one in the other; then (or a little ſooner) edg over to the South-ſhore, and run alongſt by it: Or bring the Steeple of *Vleardengen* (when you are paſt the Head of *Scheidam*) over the third Houſe upon the Head of *Scheidam*, and keep them ſo until the Mill and the Head *Charlois* (whereon ſtandeth a little Wood) come one in the other, and ſo you **A ſhoal.** ſhall leave on your Larboard-ſide a ſmall ſhoal, lying about half-way between *Scheidam* and *Delf*-Haven, and run alongſt to the Southward of the ſhoal that lieth before the Haven. Upon the Flat aforeſaid, remains at low-water not above ſeven foot, and upon the ſhoal before the Haven but two or three foot, and are both very ſteep. When the foreſaid Mill, and the Head of *Charlois* come one in another, keep them ſo till you come thwart of the new Head of *Rotterdam*, and then ſail towards the Town, and cloſe alongſt by it, in betwixt the Town and the Flat, and come to an Anchor.

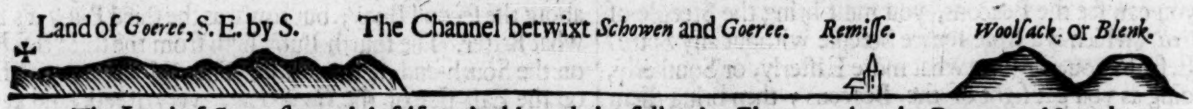
The Setting of the Tides.

In *Goerees-Gat*, and before *Goeree*, a S. W. by S. and a S. S. W. Moon maketh a full Sea.

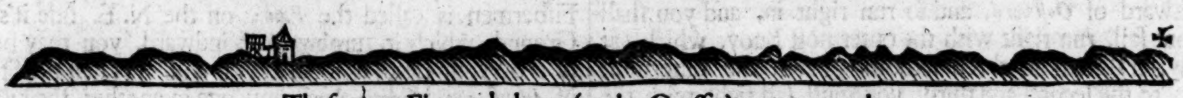
Before *Helvert-Sluce*, a S. W. by S. Moon.
Before the *Breil*, a S. W. and S. W. by S. Moon.
Before *Dordretcht*, a W. S. W. Moon.
Before the old *Maes*, a S. W. Moon.
Before *Rotterdam*, a S. W. by W. Moon.
Before the *Maes*, a S. W. by W. Moon.

In the Sea, thwart of theſe places (without ſight of Land) it is a Point, or a Point and half later before it's full Sea; the further from the Land the later. Betwixt *Marſdeep* and the *Maes*, in the Fair-way, the firſt of the Flood cometh out of the North-Sea, and turneth about by little and little N. E. by N. towards the Land. Not long after the Flood beginneth to run without *Goerees-Gat*, it doth begin to run alſo into *Goerees-Gat*; and ſo likewiſe before and in the *Maes*. Cloſe before the Channels by the Land, the Tide turneth about with the Sun; ſo that when the after-Flood runneth in to the Channels, it turneth to the Southward, and runneth like the Ebb, the after-Ebb runneth again thwart off to Seaward out of the Channel.

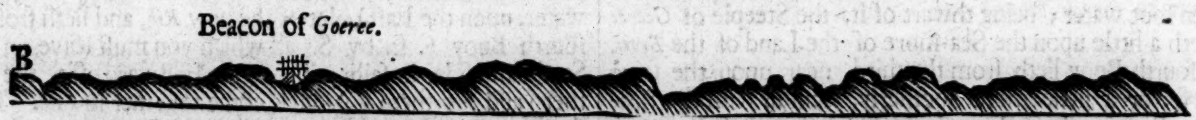
In what manner theſe Lands do ſhew themſelves.


Land of *Goeree*, S. E. by S.
The Channel betwixt *Schowen* and *Goeree*.
Remiſſe.
Woolſack, or *Blenk*.

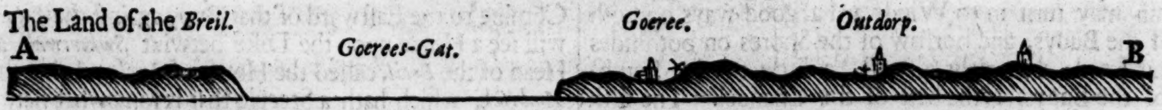
The Land of *Goeree* ſheweth it ſelf, as in this and the following Figure, when the Beacon and Steeple come one in the other, and you about a League and a half from the Land.

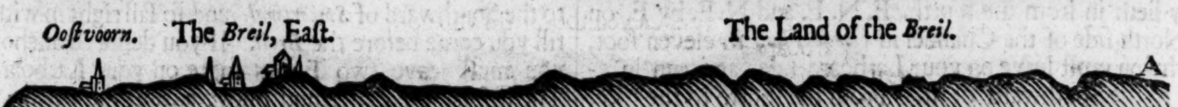


Theſe two Figures belong (at the Croſſes) one to another.

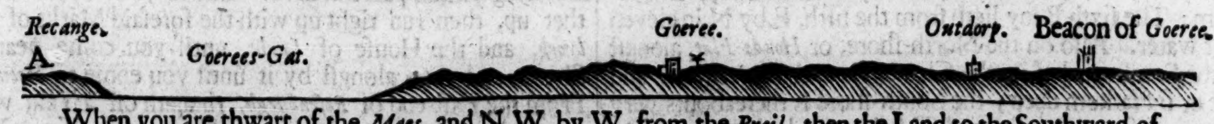


When you are thwart of *Goerees-Gat*, about a League from the Land, then the Land on both ſides of it ſheweth it ſelf, as is pourtrayed in this and the two following Figures, and muſt be joined at the Letters B B and A A.

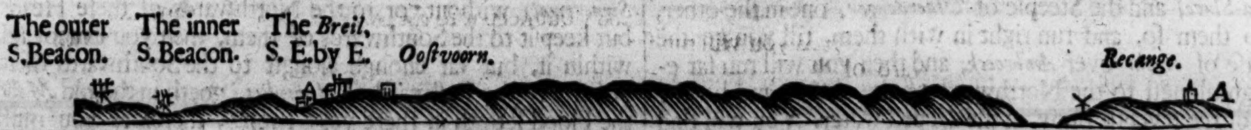




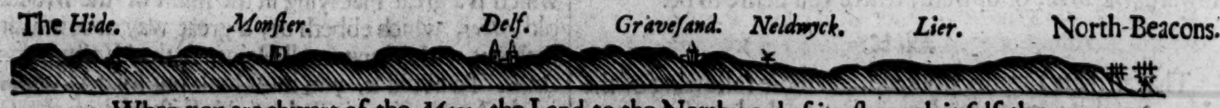
Theſe two Figures foregoing belong to this, and muſt be joined at the Letters A and A.



When you are thwart of the *Maes*, and N. W. by W. from the *Breil*, then the Land to the Southward of the *Maes*, ſheweth as in this and the following Figure, the Letters A A muſt be joined together.

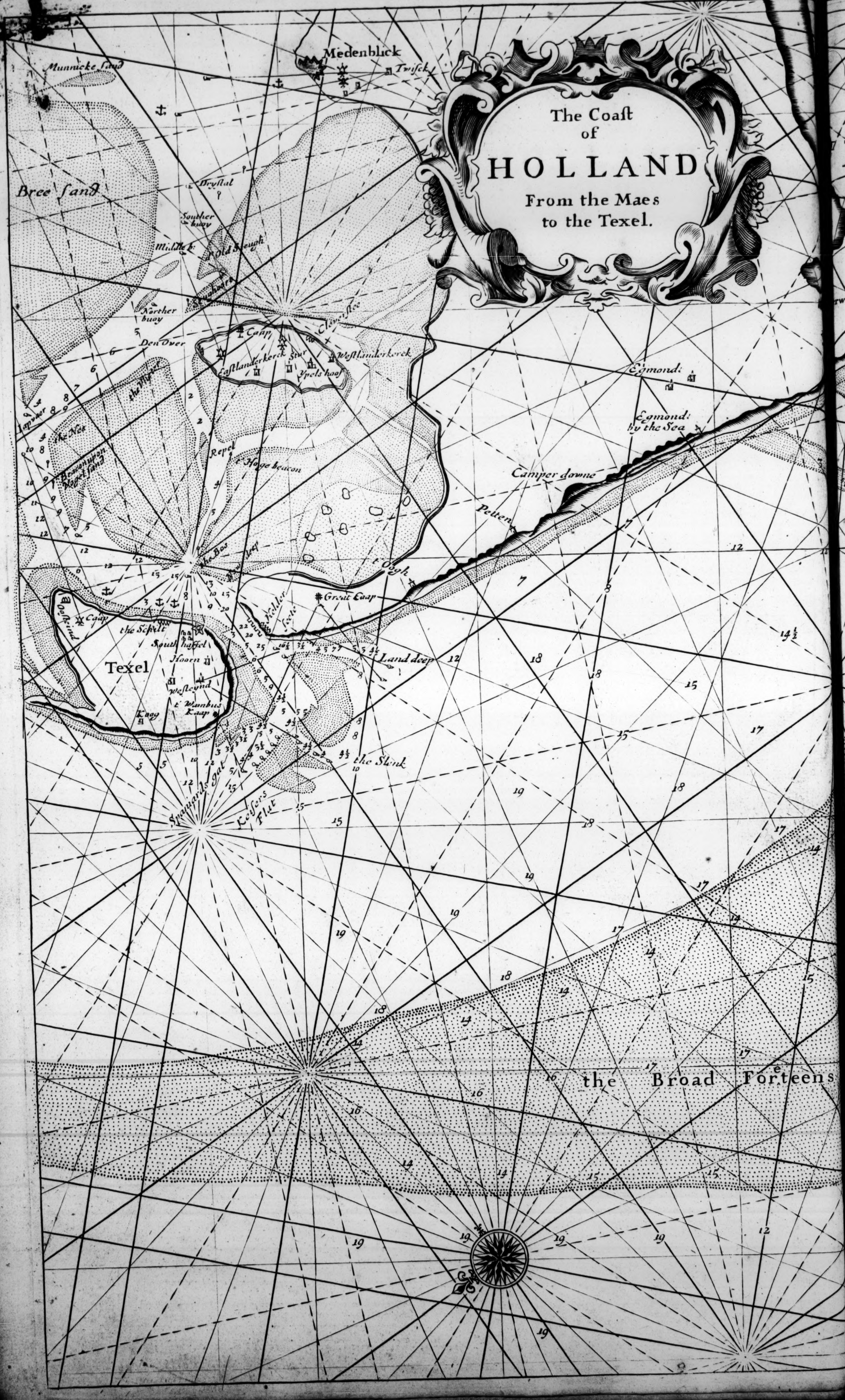

The outer S. Beacon.
The inner S. Beacon.
The *Breil*, S. E. by E.
Ooſtvoorn.
Recange.
A

This and the foregoing Figure, belong one to another.

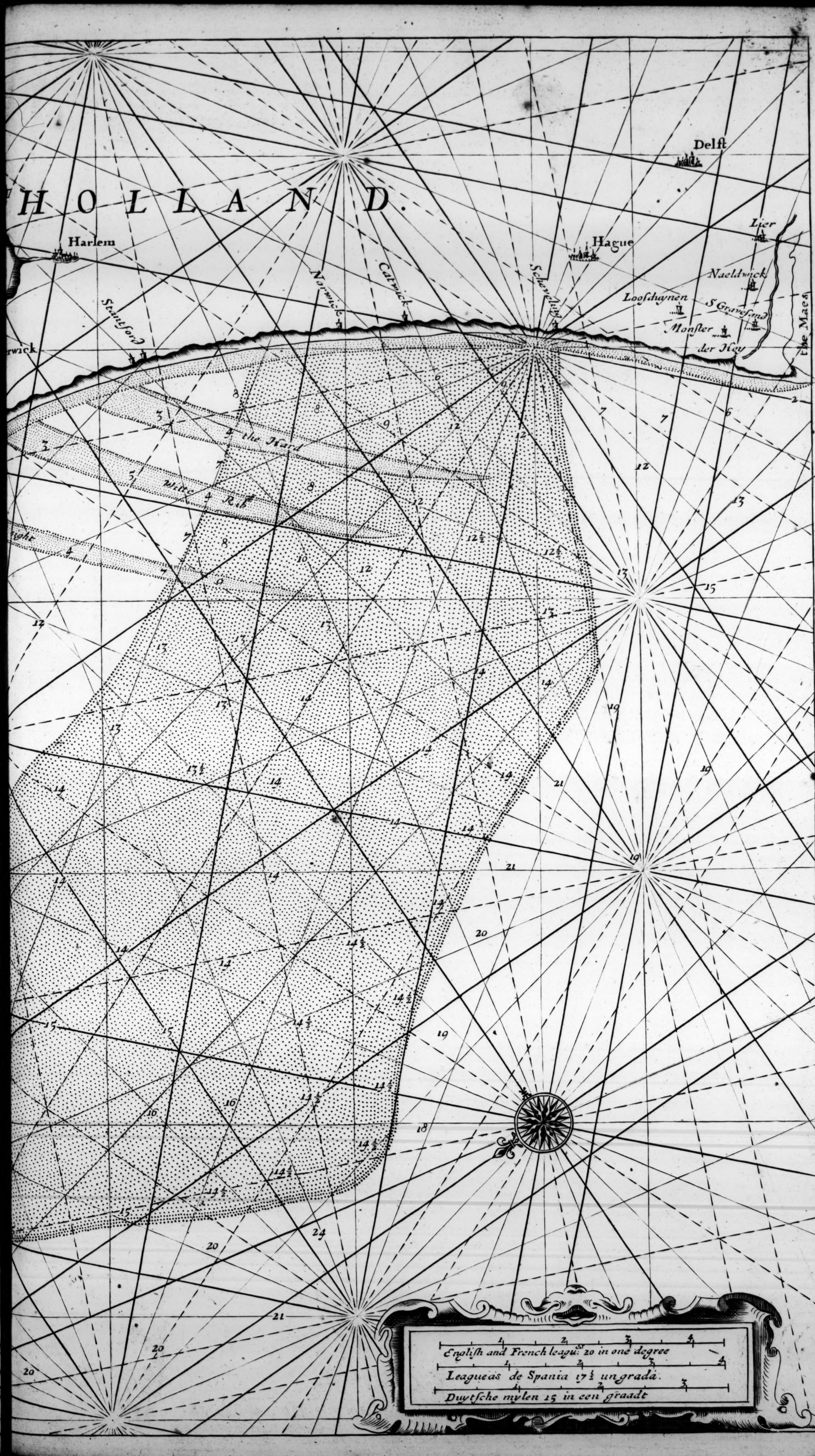


When you are thwart of the *Maes*, the Land to the Northward of it, ſheweth it ſelf thus.

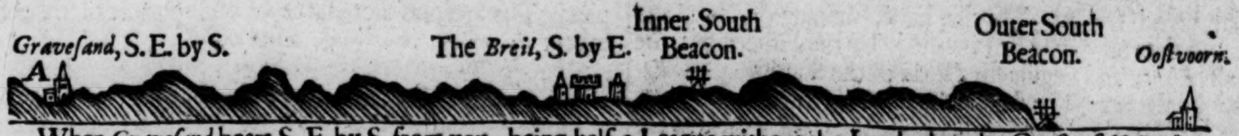
Grave-



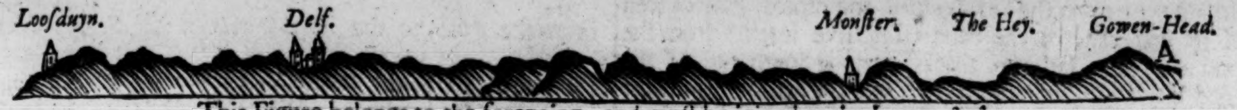
The Coast of HOLLAND From the Maes to the Texel.
Medenblick
Twisck
Munnicke sand
Bree sand
Drystal
Souther buoy
Middelb:
Old Sleugh
Norther buoy
Den Over
Caap
Cleverslee
Eastlanderkerck
Stur
Westlanderkerck
Vpels hoof
the Vlyter
the Nee
Lapwer
Brewenwen Vogel sand
Repel
Hoge beacon
the Bos
Caap
the Schilt
South haffel
Hooren
Texel
Westeynd
t' Wanbus Kaap
Kagg
Egmond
Egmond by the Sea
Camper downe
Petten
t' Oogh
Great Caap
Helder
Land deep
the Slenk
Spaniards gat
Keysers Flat
the Broad Forteens


Delft
HOLLAND.
Harlem
Hague
Lier
Naeldwick
Loosduynen
S Gravesand
Monster
der Hey
the Maes
Scheveling
Catwick
Norwick
Stantford
rwick
the Hard
Witte Rib
ght
English and French leagu: 20 in one degree
Leagueas de Spania 17½ ungrada.
Duytsche mylen 15 in een graadt

BRITISH MUSEUM


Graveſand, S. E. by S.
A
The *Breil*, S. by E.
Inner South Beacon.
Outer South Beacon.
Ooſtvoorn.

When *Graveſand* bears S. E. by S. from you, being half a League without the Land, then the Coaſt of *Holland* to the Northward of the *Maes*, ſheweth as in this and the following Figure.



This Figure belongs to the foregoing, and muſt be joined at the Letter A A.

CHAP. IX.

Deſcribing the Coaſt of Holland, *betwixt the* Maes *and the* Texel.

THE *Texel* lieth from the *Maes* N. N. E. ſomewhat Northerly, about 24 leagues diſtant, and is a long, level, and low Iſland; and all the Coaſt betwixt the *Maes* and it, is a clean Coaſt, which you may come as near to as you will, in four or five fathom water; and on the Land betwixt them ſtand many Towns, Churches, and Steeples, in ſight as you ſail alongſt the Coaſt.

The Breil. The *Breil* hath a great Steeple, with large Battlements, and no Spire, ſtanding (as was ſaid before) on the South-ſide Graveſand of the *Maes*. *Graveſand* ſtandeth on the North-ſide of the *Maes*, having a high ſpire Steeple, whereby it may eaſily Hey. be known. *Hey* is a little to the Northward of *Graveſand*; it is a Village without any Steeple; but a little within *Hey* ſtan- Monſter. deth a ſquare Steeple, called *Monſter*. From *Graveſand* to *Hey* Scheveling it's one league, and from *Hey* to *Scheveling*, it's N. E. two leagues: the Quire of the Church of *Scheveling* is ſomewhat higher than the reſt of the body of the Church; a little to the Southward of the Church ſtandeth a Beacon, or Light-houſe. The Hague About a league within the Land ſtandeth the *Hague*, which hath a high Church, whoſe Quire ſtandeth higher than the Body, in manner as *Scheveling* doth: the *Hague*-Steeple may be ſeen far above any part of the Land. From *Scheveling* to Catwick. *Catwick* it's three leagues, being a ſquare Steeple, and formerly had a Spire; to the Southward of it ſtandeth a high Beacon, or Light-houſe, like a Steeple. Thereabouts (when you are not far from the Shore) you may ſee alſo within the Land *Catwick* upon the *Rhine*, *Rynsburg*, and *Valekenburg*, all Norwick. ſpire Steeples. *Norwick* lieth one league and a half to the Northward of *Catwick*, having a ſquare Steeple; by which ſtandeth a Fire-Beacon, or Light-Houſe: To the Northward of *Norwick* by the Sea, you may ſee *Norwick* within the Land, a ſquare Steeple, with a little Beacon upon it; and on the Santford. midſt of the Church ſtandeth a ſmall Tower. *Santford* is a ſpire Steeple, and is three leagues from *Norwick*; a little to the Southward of it (on the Black-Sand-Hill) ſtandeth a high Beacon, ſhewing like a Steeple. To the Northward of *Santford*, lieth a White-Sand-Hill, over which you may ſee Harlem. *Harlem*, a high Church in form of a Croſs, with a high ſpire Steeple upon the middle of it; and a high ſmall Steeple to the Northward of it, called *Beckneſter*: Thwart of it the Wyck. Coaſt of *Holland* goeth in with a great Bay. *Wyck*, a ſquare Steeple, is three leagues from *Santford*; when you are thwart Bever-wyck. of *Wyck*, you may ſee *Beverwyck*, a high ſpire Steeple, within the Land, a little to the Northward of *Wyck*. From *Wyck* to Egmondt by the Sea. *Egmondt* (by the Sea) it's three leagues: *Egmondt* is eaſily known, having a large flat Steeple, which ſtandeth (like a Sail) on the Sand Hill; and a little to the Southward of it, Egmondt within the Land. you may ſee *Egmondt* within the Land, which hath two high Steeples on the Abby, cloſe one to the other; each had a Spire, but one is now down. A little to the Northward of the Abby, ſtandeth another Steeple upon the ruined Walls, but not ſo high as that upon the Abby; ſo that upon all the Coaſt of *Holland*, there is not a place eaſier known than this. Beſides that, betwixt *Wyck* and *Egmondt*, you may ſee *Caſtricum*, and ſeveral other ſpire Steeples. Petten. *Petten*, a ſmall Church with a little Steeple, is three leagues to the Northward of *Egmondt* by the Sea; and thereabouts in the North-Land, you ſhall ſee two other little ſpire Steeples. A little to the Hond-boſch. Southward of *Petten*, lieth *Hondboſch*; and a league to the Camper-down. Southward of *Petten*, lieth *Camperdown*, (which is the beſt Land to be known thereabouts) the North-end is a high, white, ſteep Sand-Hill, going ſloaping down; the Southermoſt part is gray, and rough, being overgrown with Heath, or ſpiry Graſs; to the Southward of it, lie many rough Hommocks, or Sand-Hills; where ſometimes amongſt them, you will ſee a white ſpot, by which it may eaſily be known. From *Petten* to *Huyſdown*, the Coaſt lieth N. by E. four Huyſdown leagues. *Huyſdown* is a ſhort Point of Land, with ſome white Sand-Hills running to the Southward, whereof the big- Kickdown. geſt and higheſt is called *Kickdown*, or *Kickerſdown*; the next Dirc-koom. to the Southward of it is called *Dirckoom*'s Sand-Hill; and to the Southward of that is another, called *Blenck*, and to the Blenck. Southward of that, by little and little they run flat off, and at length to nothing, in a low flat Strand. Upon the Eaſt-End, Helder. called the *Helder*, lie ſome Sandy Hills. Betwixt the *Helder* and *Kickdown*, it's a flat Shore, with ſome Sandy Hills like a Dike; upon which (about half-way betwixt both) ſtandeth a little, or outermoſt Beacon; the great Beacon ſtandeth ſomewhat within the Land, about Eaſt from *Kickdown*.

Texel. Upon the *Texel*-Iſland ſtand four Churches, the Weſtermoſt hath a high ſpire Steeple, and is called St. *John*'s; but by the Pilots *Weſtyend*, or the *Weſten*, or the *Wambus*. To the Southward of that, ſtands another ſpire Steeple, called the *Hoorn*. The third, called the *Burgh*, ſtandeth a little to the Northward of the former two. The fourth, called the *Oogh*, or *Koog*, is the Northermoſt of them all, having no Steeple, and is covered with blew Slates.

Eyerland. The *Eyerland* lieth near to the N.E. end of the *Texel*; when it floweth ſomewhat high, it's then divided from the *Texel* by the Sea, and is thereby made an Iſland. It ſheweth off at Sea like a little flat Iſland, with ſmall Hommocks: on it there are but two Houſes.

The Setting of the Tides.

To the North-Sea, the Tide runneth round about with the Sun, more than half-tide upon the broad *Fourteens*, and falleth but a quarter-tide right with the Coaſt. Nearer the Coaſt of *Holland* and *Zealand*, the Tide ſetteth (whether it be Flood or Ebb) ſomewhat more towards the Land, but in the midſt of the Tide it ſetteth right alongſt the Coaſt; and in the laſt of the Tide it ſetteth to Seaward, to the North-weſt-ward.

When you are out of ſight of Land, you may know (in calm Weather) by the turning about of the Tides, whether you are to the Northward or Southward of the *Maes*: To the Southward of the *Maes*, the Flood turneth about againſt the Sun; but to the Northward it turneth about with the Sun, until the laſt quarter-tide, and then it ſetteth towards the Shore. Alongſt the Coaſt of *Holland*, you have no help of the Ebb in turning to Windward toward the *Maes*, except without ſight of Land, becauſe there runneth no Ebb by the Shore, when the Wind is to the Southward of the Weſt.

Of the Depths, and Nature of theſe Grounds.

Five or ſix leagues without the *Texel*, lieth the broad *Fourteens* N. E. with a ſmall Tail lying about North from the *Texel*, and N. W. from the *Fly*. To the Southward it runneth with Eaſt-ſide againſt *Catwick*; but the Weſt-ſide lieth off at leaſt eleven or twelve leagues, thwart off to Seaward from *Norwick* and *Catwick*, it is a Bank of fourteen fathom deep for the moſt part; betwixt it and the Land it's again 18, 19, and to the Northward 20 fathom deep. When you come over it about the *Texel*, or the *Fly*, and come again into 16 or 17 fathom towards the Land, then will you begin to ſee the Land.

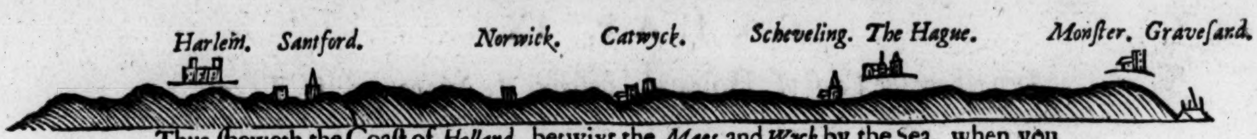
There run off to the Southward into the Sea, (from the Coaſt of *Holland*) three ſmall Banks, which are ſomewhat broad and ſhoal by the Land, running off ſharp and deep to the end. The firſt is called (by the Fiſhermen) the ſmall *Eight*, and beginneth a little to the Southward of *Egmondt* by the Sea: The ſecond the *Witterib*, thwart of *Wyck* by the Sea: The third and Southermoſt, the *Hard*, a little to the Northward of *Santford*.

The high Steeples of *Holland* and *Weſtfriezland*, as *Egmondt* within, *Wyck* upon the Sea, *Santford*, and others, may be ſeen before you can ſee the Sand-Hills, five leagues from the Land in 14 or 15 fathom; that is upon the South-end of the broad *Fourteens*: but *Camperdowns*, and the Sand-Hills thwart of *Harlem*, may be ſeen before you can ſee ſome of the Steeples. The Steeples alongſt the Coaſt are moſt of them flat, except *Beverwick*, *Scheveling*, and *Santford*.

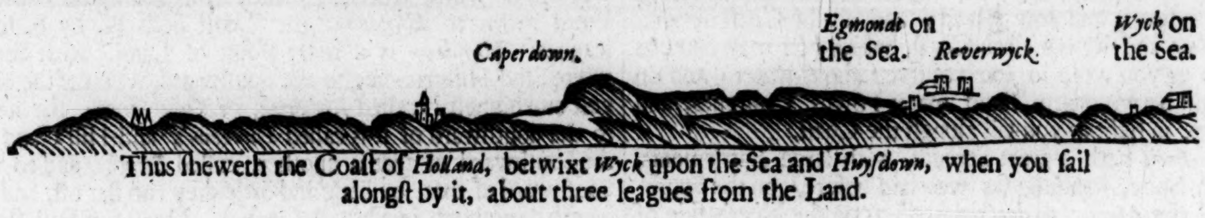
Courſes and Diſtances.

From the *Maes* to *Dover*, S. W. by W. ſomewhat Weſterly,	35 leagues.
From the *Maes* to the *North Foreland*, W. S. W. Weſterly,	32 leagues.
From the *Maes* to the *Naze*, Weſt,	29 leagues.
From the *Maes* to the *Texel*, N. N. E.	24 leagues.

In what manner theſe Lands do ſhew themſelves at Sea.



Thus ſheweth the Coaſt of *Holland*, betwixt the *Maes* and *Wyck* by the Sea, when you ſail alongſt by it about two leagues from the Land.


Caperdown.
Egmondt on the Sea.
Reverwyck.
Wyck on the Sea.

Thus ſheweth the Coaſt of *Holland*, betwixt *Wyck* upon the Sea and *Huyſdown*, when you ſail alongſt by it, about three leagues from the Land.

CHAP. X.

Deſcribing the Channels of the Texel, *and* Texel *Stream.*

BEtwixt the Land of *Holland* and the Iſland *Texel*, go in the Channels of the *Texel*, which are three, the *Land-Deep*, the *Slenk*, and the *Spaniards-Gat*, or Channel: The *Land-Deep* is the Eaſtermoſt Channel, and goeth in betwixt the Land of *Holland* and the *Hakes*-ſhoal, (which lieth betwixt *Land-Deep* and the *Slenk*) and hath four Buoys lying in it.

To ſail in at Land-Deep.

Arian Bergers Creek

Hakes.

Voogel-Sand.

For to find *Land-Deep* coming out of the Sea from the Southward, you muſt take the Soundings of the Shore in four fathom and a half, and ſo run alongſt by the Shore, and you ſhall ſail right with the outermoſt Buoy: come no nearer the Shore, leſt you ſail within the Tail of *Arian Bergers*-Creek, which ſhooteth from the Shore off to Seaward, to the Southward of *Blenk* the South Sand-Hill; or elſe if you come out of the Sea with an open Wind, and keep the great Beacon upon *Huyſdown*, over *Dirkcoms* Sand-Hill, (which is a little to the Southward of *Kickdown*, but not ſo high) and ſail right in with it, and you ſhall certainly meet with the outermoſt Buoy, which lieth at low-water in four fathom and a half, and neareſt to the Weſtward Grounds, or the *Hakes*; leave it on the Larboard-ſide, and run in alongſt to the Eaſtward of it, betwixt it and the Shore; it lieth in N. E. and N. E. by N. You cannot well take hurt on either ſide, except you run on Shore. Thwart of *Kickdown*, or a little to the Southward of it, you muſt edg a little off from the Shore, to avoid a ſhoal lying thereabouts, ſomewhat off from the Shore. When you come to the ſecond Buoy, then cometh a Mill to the Northward of *Kickdown*. And at the third Buoy, the Mill and *Cane-Nelles* Houſe come one in the other; which two Buoys lie both in five fathom at low-water. From the third to the innermoſt Buoy, it's N. E by E. run cloſe alongſt to the Eaſtward of it, to avoid the foreſaid little Tail of Sand, which lieth thwart off from the Shore, and then ſail on within a Bow-ſhot about by the Heads, and ſo alongſt by the Shore of *Helder*. For to ſail up from the *Helder*, towards *Wieringen*-Flat, you muſt ſail N. E. or a little more Eaſterly, according as the Wind and Tide ſhall be; or elſe alongſt by the *Texel*, in eight or nine fathom, until *Hoorn* come to the Northward of *Zuydhaffel*, (which are a few Houſes to the Northward of the *Sconce*) but take heed of the *Weiringen* ſide; which is there ſo ſteep, that you may have 12 or 13 fathom at one caſt, and a-ground before you can heave the Lead again. When *Hoorn* cometh to the Northward of *Zuydhaffel*, then keep them ſo, and ſail up to *Voogelſand*. When that *Eyerland* cometh juſt without the Eaſt-point of the *Texel*, then you have the length of the Buoy upon *Burg*-Sand, which lieth on the South-ſhore upon a Tail of Sand, within which you may ſail in five or ſix fathom. From the Buoy upon *Burg*-Sand, to the Beacon upon *Voolgel*-Sand, it's E. S. E. but ſail upon the foreſaid Marks of the *Hoorn* and *Zuydhaffel*, till you have the Beacon upon the *Texel*, and the Mill of *Eaſter-end* one in the other; then keep them in one, leaving the firſt Mark, and ſail up to the Beacon upon the *Neſs*, and ſo you ſhall run in the middle of the Channel, which is 10, 11, or 12 fathom deep. If you bring the ſaid Mill a little to the Weſtward of the Beacon, then are you cloſe to the South-ſhore, which is ſo ſteep that you cannot come nearer it (in turning to Windward) than eight or nine fathom; being come about the *Neſs*, ſail then South, and S. by W. towards the Norther Buoy that lieth by a little Flat. If you would ſail up to *Amſterdam*, ſee the *Engliſh Pilot*, the Firſt Book, where it is largely deſcribed.

Burg-Sand

To ſail in at the Slenk.

The *Slenk* lieth betwixt the ſhoals of *Keiſers-Flat* and the *Hakes*, and hath ſix Buoys lying in it. For to find the *Slenk*, coming out of the Sea; bring the Beacon upon the Iſland *Texel*, and the Steeple of *John*'s Church, (by ſome called the *Wambus*) one in the other; then they will bear E. N. E. a little Northerly from you: Sail ſo right in with them, and you ſhall run in ſight of the outermoſt Buoy, which lieth from *Kickdown* W.N.W. and from the *Helder* Weſt. If you come either from the Northward, or Weſtward, and would go in at the *Slenk*, then bring *Kickdown* E. S. E. from you, or the great Beacon upon *Huyſdown*, in a little Valley, a little to the Northward of *Kickdown*, (to wit, betwixt it and *Cane Nelles* Houſe) ſail right in with them, until the Beacon upon *Texel* and St. *John*'s, are one in the other; then you have the length of the outermoſt Buoy, and ſhall not miſs meeting with it; which lieth in four fathom and a half at high-water, and in one quarter leſs than four at low-water. Keep that Beacon and Steeple one in the other, and ſo ſail right with them, and alongſt till you are paſt the third Buoy, which lies all like as the fourth and fifth, in the midſt of the Fair-way; but alongſt to the Southward of them it's deepeſt. The South-ſide is very ſteep, that having (at one caſt) four fathom and a half, the next caſt but three; but the North-ſide is flat going up. The fourth Buoy lieth from the third E.N.E. ſome what Eaſterly, the fourth and fifth E. by N. the fifth and ſixth E. by N. and E.N.E. The ſecond at low-water lieth in 20, or 21 foot

upon

upon the ſhoaleſt of the *Slenk*, the reſt lie in four fathom at low-water; but the ſixth, or innermoſt, in three fathom upon the Point of the Tail of *Keiſers-Flat*. To the Northward of which you may not ſail, but in ſailing in muſt leave it on your Larboard-ſide. But be ſure to reckon your Tides well. The firſt of the Flood ſetteth N. N. E. in this Channel, on the South Grounds, until half-flood; and the Ebb S. S. E. until half-ebb. Within the ſixth Buoy it's broad and wide, and you may from thence ſail E. S. E. right to the *Helder*, and from thence upwards by the Directions aforeſaid, in ſailing in at *Land-Deep*.

To ſail in at the Spaniards Channel.

The *Spaniards* Channel lieth in betwixt the *Texel* Iſland and *Keiſers-Flat*, and hath ſix Buoys lying in it. For to find (coming from the Northward) the *Spaniards* Channel, you muſt bring the Beacons upon *Huyſdown* one in the other, or the greater (which is the biggeſt and Southermoſt) a little to the Eaſtward of the other, then they will bear S. S. W. from you; keeping them ſo, ſail right in with them, and you ſhall come juſt with the outermoſt Buoy, or in ſight of it: When you come to that Buoy, then *Coog* Church will bear E. N. E. from you. Therefore if you come either from the Weſt, or Southward, bring not that Church more Northerly than E. N. E. but rather Eaſterly, and then ſail right in with it, till the Beacons come right againſt one another, or elſe you may (perhaps) be too near *Keiſers-Flat*, which is on the North-ſide very ſteep. You may alſo run alongſt to the Weſtward of the outermoſt Buoy, but not far; alongſt to the Eaſtward of it it's broader: From the firſt or outermoſt Buoy to the ſecond, the Courſe is South, ſomewhat Eaſterly; and from thence to the third, fourth, fifth, and ſixth, (which is the Buoy of the Beacon and Steeple ſo called, becauſe it lieth right with the Beacon and St. *John*'s Steeple, upon the *Texel*) it's near the ſame Courſe S. S. E. or ſomewhat Southerly. The Buoys lie all on the Weſt-ſhore: You may for need ſail alongſt to the Weſtward of them, but not far; for the Weſt-ſhore is ſo ſteep, that in a Ship's length it alters from three fathom to three foot, but the Eaſt-ſhore is flat; you may run alongſt by it with your Lead, till you come within the Buoys. The innermoſt Buoy of the *Slenk*, which lieth upon the Tail of *Keiſers-Flat*, which is the ſeventh, lieth from the Buoy of the Beacon and Steeple, S. by E. and S. S. E. but the *Helder* S. E. by S. You may ſail from the Buoy of the Beacon and Steeple, right with the *Helder*, without danger, or to the Buoy upon the Tail; and from thence alongſt the South-ſhore, (which is alſo very ſteep) or right to the *Helder*, according as you will for the Wind and Tide.

The falling of the Tides.

The firſt of the Flood runneth very ſtrong over the South-Ground, N. N. E. to the *Spaniards* Channel, until half-flood, and the Ebb on the contrary, S.S.E. until half-ebb: The *Helder* lieth from the Buoy upon the Tail, E. S. E. When you are come near the *Helder*, run cloſe alongſt by it, to avoid a Tail which ſhooteth off from *Geeſt*-Sand, you may ſail within it; when you come out of the Sea, there lieth a Buoy upon it, which you muſt leave on your Larboard-ſide. Being paſt the *Helder*, ſail N. E. ſomewhat Eaſterly, or alongſt by the *Texel*, in eight or nine fathom, into *Copevearders*-Road.

To ſail out at the Texel.

To ſail from *Copevearders*-Road out at the *Texel*, you muſt ſteer S.W. ſomewhat Weſterly, to the *Helder*, or run alongſt by the *Texel*, in nine or ten fathom, till you come near the *Helder*, and then out again Weſt, cloſe alongſt by the Shore of the *Helder*, and by little and little ſomewhat more Northerly, till the Beacons of *Huyſdown* be one in another, or that the greateſt come to the Weſtward of the ſmalleſt; and then ſail out N. N. W. or a little more Northerly, or Weſterly, according as the Wind and Tide ſhall be, until you come againſt the North-ſhore, in five or ſix fathom, and run boldly out alongſt by it, until you are clear out at Sea. When the Steeple of St. *John*'s (which ſome call the *Wambus*) bears E. N. E. from you, or rather a little more Eaſterly, then have you the length of the Beacon and Steeple-Buoy, (that is the innermoſt Buoy of the *Spaniards* Channel) which you will ſee on your Larboard-ſide. To the Northward of it lieth four other Buoys, all alongſt the Eaſt-ſide of *Keiſers-Flat*, near N. N. W. or a little more Northerly; all which you muſt leave in ſailing out, on your Larboard-ſide. The outermoſt Buoy lieth from the fifth (upon the Point of *Keiſers-Flat*, in 22 foot at low-water) North, ſomewhat Weſterly; you may run alongſt to the Weſtward of it, but not far; for *Keiſers-Flat*, (on the Eaſt-ſide) unto the outermoſt end, is very ſteep too, but the Eaſt-ſhore is flat. When you come thwart of the foreſaid outermoſt Buoy, then lieth *Coog* Church due E. N. E. from you, and the Beacons upon *Huyſdown*, one in the other.

To ſail out at the Land-Deep.

For to ſail out at the *Land-Deep*, run alongſt within a Bow-ſhot of the Shore of *Huyſdown*, and about by the Heads, and you ſhall not miſs the innermoſt Buoy, which lieth upon the ſhoaleſt, neareſt the Weſt-ſhore in 17 foot at high-water, and 13 foot at low-water: That ſhoal place is not above two Ships length broad, and alſo within it it's deep enough. Thwart of that Buoy, ſhooteth off a Tail from the Shore towards the Buoy, therefore run cloſe alongſt by the Buoy, and leave it (in ſailing out) on your Starboard-ſide. Beſides that, there lie three other Buoys in the *Land-Deep*, which you muſt leave to Seaward of you, and run through betwixt them and the Shore; when you come paſt the fourth Buoy, you are paſt all the ſhoals, and you may ſet your Courſe as you pleaſe.

To ſail out at the Slenk.

To ſail out of the *Slenk*, you muſt run alongſt to the Southward of it, and leave it on your Starboard-ſide; ſail then out Weſt, and W. by S. to the ſecond and third Buoy, from the third to the fourth and fifth, W. S. W. the ſixth, or outermoſt, lieth a little more Southerly.

Of the Setting of the Tides about theſe Places.

Upon the *Weiringen-Flat*, a S. E. Moon maketh full Sea.
Before the *Texel*, in *Capevearders*-Road, an E. S. E. Moon.
Without the Grounds or Shoals of the *Texel*, an E. Moon.
And in the entring of the *Texel*, an E. by S. Moon.

But the Flood goeth a good while longer in, and the Ebb likewiſe runneth longer out.

When the Moon is at South, or a little to the Weſtward of it, it beginneth to flow without, and on the ſhoals.

The firſt of the Flood, and the after Ebb ſets out of the *Texel*, N. N. E. Thwart over the Grounds and Channels, and right out at the *Spaniards* Channel, until half-flood; and on the contrary, the firſt of the Ebb with the after-flood, ſets right in at the *Spaniards* Channel S. S. E. over the South-Grounds, and thwart over the *Slenk*, and other Channels, until half-ebb.

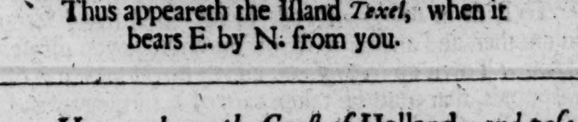
A little while before half-flood, the Flood beginneth to run right in at the Channel; and again, a little before half-ebb, the Ebb beginneth to ſet right out at the Channel.

Therefore if you ſail into theſe Channels, you muſt reckon well your Tides, which is of great concern.

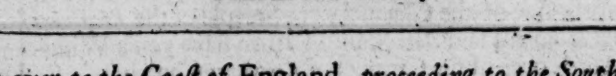
Courſes and Diſtances.

From the *Texel*, to the entring between *Calice* and *Dover*, S. W. ſomewhat Southerly,	53 leagues.
From the *Texel* to *Calice-Cliff*, S. W. by S.	53 leagues.
From the *Texel* to the *North-Foreland*, S. W.	48 leagues.
From the *Texel* to *Orford-Neſs*, W. S. W.	38 leagues.
From the *Texel* to *Yarmouth*, Weſt, and W. by S.	34 leagues.
From the *Texel* to *Cromer*, Weſt,	40 leagues.
From the *Texel* to *Flamborough-Head*, W. N. W.	60 leagues.
From the *Texel* to *Newcaſtle*, W. N. W. Northerly,	83 leag.

In what manner theſe Lands appear at Sea.



Thus appeareth the Iſland *Texel*, when it bears E. by N. from you.



Huyſdown ſheweth it ſelf thus, when it bears E. S. E. from you.

Here we leave the Coaſt of Holland, *and paſs over to the Coaſt of* England, *proceeding to the Southward from the River of* Thames *to the Land's-end of* England.

CHAP. XI.

Deſcribing the Coaſt of England, *from the River of* Thames *to the* Downs.

Directions for Sailing from Tilbury Hope, down to the Buoy of the Nower.

WHEN you break Ground from *Tilbury-Hope*, if the Wind be Southerly, keep the South-ſhore cloſe aboard, but be careful of *Blith*-Sand, which lieth cloſe to the South-ſhore, and accordingly obſerve theſe Marks, to carry you clear of it. If in the Day-time, keep the Steeple of *Tilbury*-Church a great Sail's breadth without *Hopeneſs*, (alias, *Swans-head*-Point;) if in the Night, or hazy Weather, keep your Lead, and come not within five fathom at low-water, and ſeven at high-water, on the South-ſide; and that depth will carry you clear without *Blith*-Sand, and thoſe depths will lead you down to the *Nower*-Head; but if the Wind be Northerly, you muſt keep the North-ſhore, which is ſteep too, until you come as low as *Hole*-Haven, and ſo keeping your Soundings aforeſaid, you may run down to the *Nower*, where you may anchor at the Eaſt-end thereof. The Marks to keep you clear of the Sand, is to bring *Pricklewel*-Steeple a Sail's breadth to the Eaſtward of the Wood, that is on the North-ſhore by the Water-ſide, and there you may come to an Anchor.

Directions for Sailing from the Buoy of the Nower over the Flats, and through the Narrow, into the Downs.

From the *Buoy* of the *Nower*, to the *Buoy* of the *Oaze-Edg*, the Courſe is Eaſt, one quarter Northerly, diſtant about five Miles. Betwixt the *Buoy* of the *Oaze-Edg*, and the *Buoy* of the *Red-Sand*, lieth a round ſhoal, called the *Spile*, bearing South from the *Buoy* of the *Oaze-Edg*, on which ſhoal there is but ſix foot at low-water. The *Buoy* of the *Red-Sand*, bears from the *Buoy* of the *Oaze-Edg* Eaſt, half Northerly, four miles diſtant.

The Spile.

Red-Sand.

To go between the Buoys.

If the Weather be clear, you have a good longſt Mark, that will directly lead you between the *Oaze-Edg*, and the *Red-Sand*, (*viz.*) You will ſee a Tree with a round Head on the Iſland *Grane*, keep that Tree in the Valley between the little Hills that are upon the high Land, next to the Weſtermoſt end of the Iſland *Grane*; and this Mark ſo kept, will lead you down.

The Eaſtermoſt part of the *Red Sand* lieth out with two Tongues, on the Northermoſt of which the *Buoy* is plac'd.

The Marks of the *Buoy* of the *Red-Sand* from the Land, are theſe: Bring the Land's-end of *Sheppey* S.W. and St. *Nicholas* Wood in the *Gore*, open of the *Reculvers*, S. E. The Channel goeth in betwixt the *Oaze-Edg* and the *Red-Sand*; the depth betwixt them is ten and eleven fathom.

From the *Buoy* of the *Red-Sand*, to the *Buoys* of the *Spell*, and *Wool-Pack*, the Courſe is N. W. by W. one quarter Northerly, and S. E. by S. one quarter Eaſterly, over the *Flats*; you will have at low-water, with this Courſe, ten foot, and in ſome holes fifteen or ſixteen foot water.

The Gilman.

About a quarter of a mile S. E. by S. from the Eaſt-end of the *Spaniard*, lieth the *Gilman*, which falls dry at Spring-Tides; but if you keep the foreſaid Courſe, you will not come near it.

Woolpack

The *Buoy* of the *Wool-Pack* is the Weſtermoſt *Buoy* in the *Narrow*, on the North-ſide of the Channel, and lieth on the *Weſt-ſpit* of the *Wool-Pack* Sand, and bears from the *Reculvers* Steeple N. by W. then you have two little Hills like two Paps, on the upper Land to the Southward, juſt open to the *Reculvers* Steeple.

Spell.

The *Buoy* of the *Spell* lieth on the South-ſide of the Channel, a little to the Eaſtward of the *Buoy* of the *Wool-Pack*; betwixt theſe two *Buoys*, the Channel is a Cable's length and a half broad, and but nine foot deep at low-water.

Searn.

The *Buoy* of the *Searn* is the Eaſtermoſt *Buoy* that lieth on the North-ſide of the Channel; the Steeple of the *Reculvers* bearing from the ſaid *Buoy* S. by W. then have you a Wind-Mill a little open of the Channel of *Reculvers* Church.

The Channel between the Buoys at the VVeſter-ends of the *Spell*, and *Laſt*, is called the *Narrows*, or *New-Channel*; being about a mile in length, and not above a Cable's length broad, where you will have 2 fathom and a half at low-water; the VVeſter-end of the *Spell* and *Laſt* dries.

On the North-ſide of the Channel, a little below the *Buoy* of the *Searn*, ſhooteth out a ſhoal from *Margret*-Sand S. E. called the *Hook*; it runneth ſo far to the Southward, that it maketh the Channel very narrow.

Hooks of Margret Sand.

The thwart Mark for this Sand, is to bring *Birchington* Steeple into a great Dauk, or Valley, in a Cliff; then the Steeple will bear from you S. E. half South; the longſt Mark is, to bring St. *Peter*'s Church to bear with the Weſt-end of the Cliff.

A little below the *Reculvers* Church lieth a ſhoal, called the *Horſe*, on which it is very ſhoal at low-water.

Horſe.

The Mark to avoid it, is to keep St. *Peter*'s Steeple (on the Eaſt-ſide of *Weſtgate* Bay) a little upon the Cliff.

Gore.

Between the *Hook* of *Margret*-Sand, and the *Buoy* of the *Searn*, is a good Road for Ships to ride in, called the *Gore*; which is uſeful for Ships when they have not Wind and Weather to carry them over the Flats.

Marks for good Anchorage.

The Marks for the beſt Riding, is to bring a Mill (in the midſt of a Wood near the Sea-ſide) and St. *Peter*'s Church (in the midſt of *Weſtgate* Bay) together.

Middle Ground.

There is alſo a ſhoal, called the *Middle Ground*, at the *Cliff-end*, which lieth a little below the *Hook*, near the Shore on the South-ſide, on which there is but fourteen foot at low-water, and on each ſide thereof four fathom, being a ſmall narrow Ridg, and lieth E.N.E. and W.S.W. in length three quarters of a mile.

The Marks to keep you clear, is to bring St. *Peter*'s Church over the Eaſt-ſide of *Weſtgate* Bay, or to bring the nethermoſt Tree (on the next high Land to the Weſtward of the *Reculvers*) a little open to the Southward of the *Reculvers*.

Margret Sand.

This is alſo a good Mark for the *Hook* downwards, or from *Margret*-Sand upwards. *Margret* Sand lieth before *Margret*, and *Weſtgate* Bay, on the North-ſide of the Channel; the Eaſt-end of this Sand beareth North, half Weſterly from *Margret* Church; the greateſt part of it dries at low-water.

The Mark to go clear of the Eaſt-end, is to bring *Margret* Steeple and the Wind-Mill in one.

The depths you have alongſt this Sand, as you turn up or down, are at the Eaſt-end, and ſo upward, nine, eight, ſeven, ſix, and five fathom; the greateſt part of this Sand ebbs dry at low-water.

Directions for going into Margret Peer.

If you would go into *Margret* Peer, coming from the Weſtward, you muſt be careful to ſhun a ledg of Rocks that lie off from *Margret* E. S. E. into the Sea, thwart the Mouth of the Peer, from the *Cliff* to the Weſtward; if therefore the Wind be Weſterly, you muſt be ſure before you looff over, to be clear of them; if the Wind be Eaſterly, then you may ſteer alongſt by the Beacons on the Eaſt Rock.

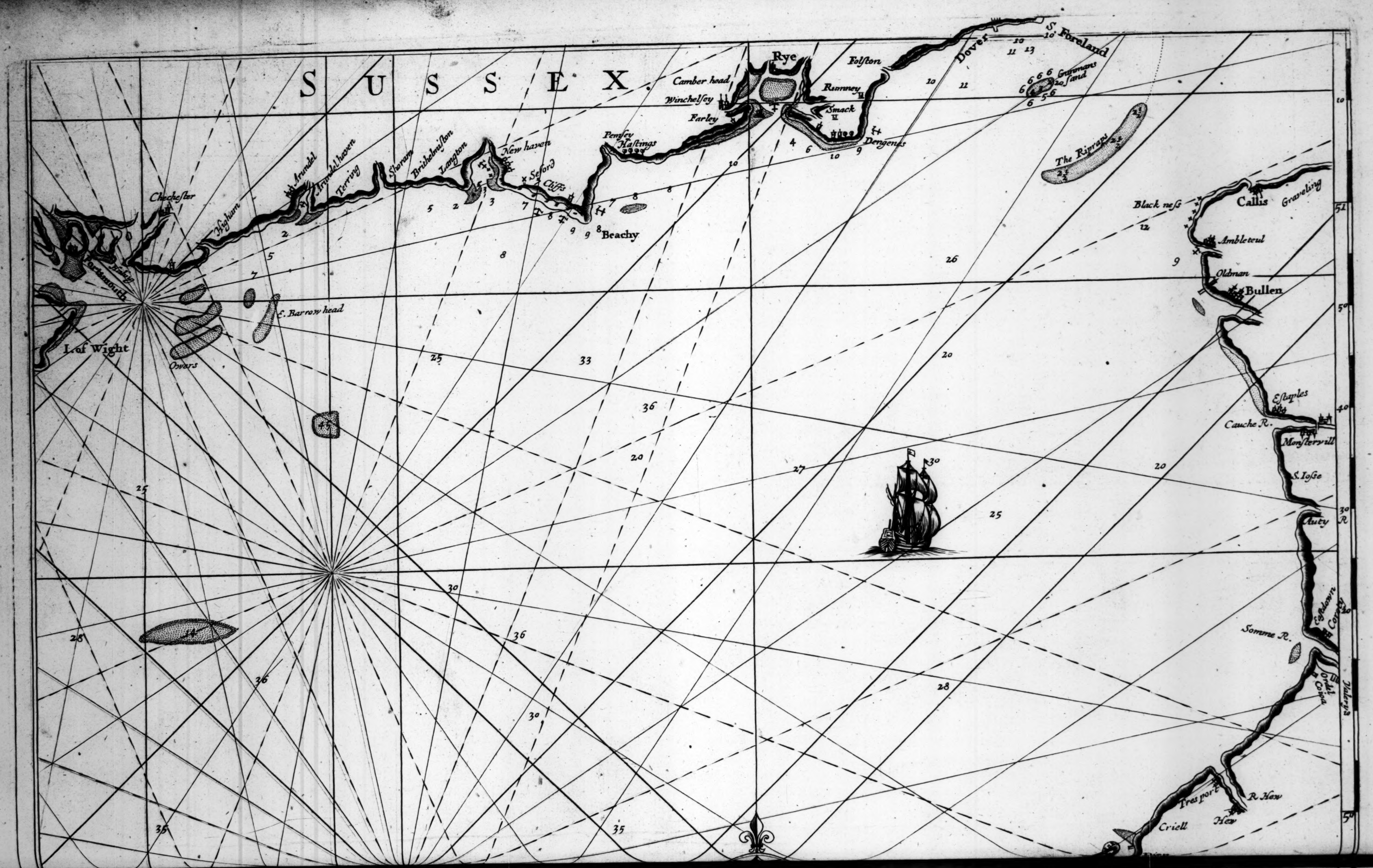
If you be to turn up in the Night, between *Margret*-Sand and the Main, you will find by keeping of your Lead, two Middle Grounds; upon the Middle Ground next the Shore, you will have five fathom, and five and a half, and to the Southward of it ſix, ſeven, and eight fathom, as the Tide is high; without the inner Middle Ground, you will have eight, nine, and ten fathom, and again ſeven or eight fathom, and without that nine or ten; and when it comes to ſhoal again, you may be ſure it is on the Sand, within the inner Middle Ground. Theſe Middle Grounds reach up to the *Gore*, and the farther you come to the Weſtward, the ſhoaler, for they tail unto the Shore, and are there dry.

Middle Grounds.

The Mark to Ride in Margret Road.

To Ride in *Margret* Road, bring the Mill and Steeple one in another, and anchor as far off the Shore as you pleaſe. From *Margret* Town up to *Cliff-end*, above *Birchington*, ſpit off ſeveral Shoals, that muſt be taken care of in turning up and down, eſpecially at high-water; near *Margret* ſtand no nearer than ſix fathom, and from *Weſtgate* Bay upward than five fathom.

The Marks to go clear of all thoſe Spits of Sands below *Margret* Town, that run off the Shore on the North-ſide of the


SUSSEX
I. of Wight
Portsmouth
Haling
Checheſter
Owers
C. Barrow head
Higham
Arundel
Arundel haven
Terring
Shoram
Brithelmiſton
Langton
New haven
Seſford
Cliffs
Beachy
Pemſey
Haſtings
Farley
Winchelſey
Camber head
Rye
Rumney
Smack
Dengeneſs
Folſton
Dover
S. Foreland
Gunmans ſand
The Riprap
Black neſs
Callis
Graveling
Ambleteul
Oldman
Bullen
Eſtaples
Cauche R.
Monſtervill
S. Ioſse
Auty
R
Somme R.
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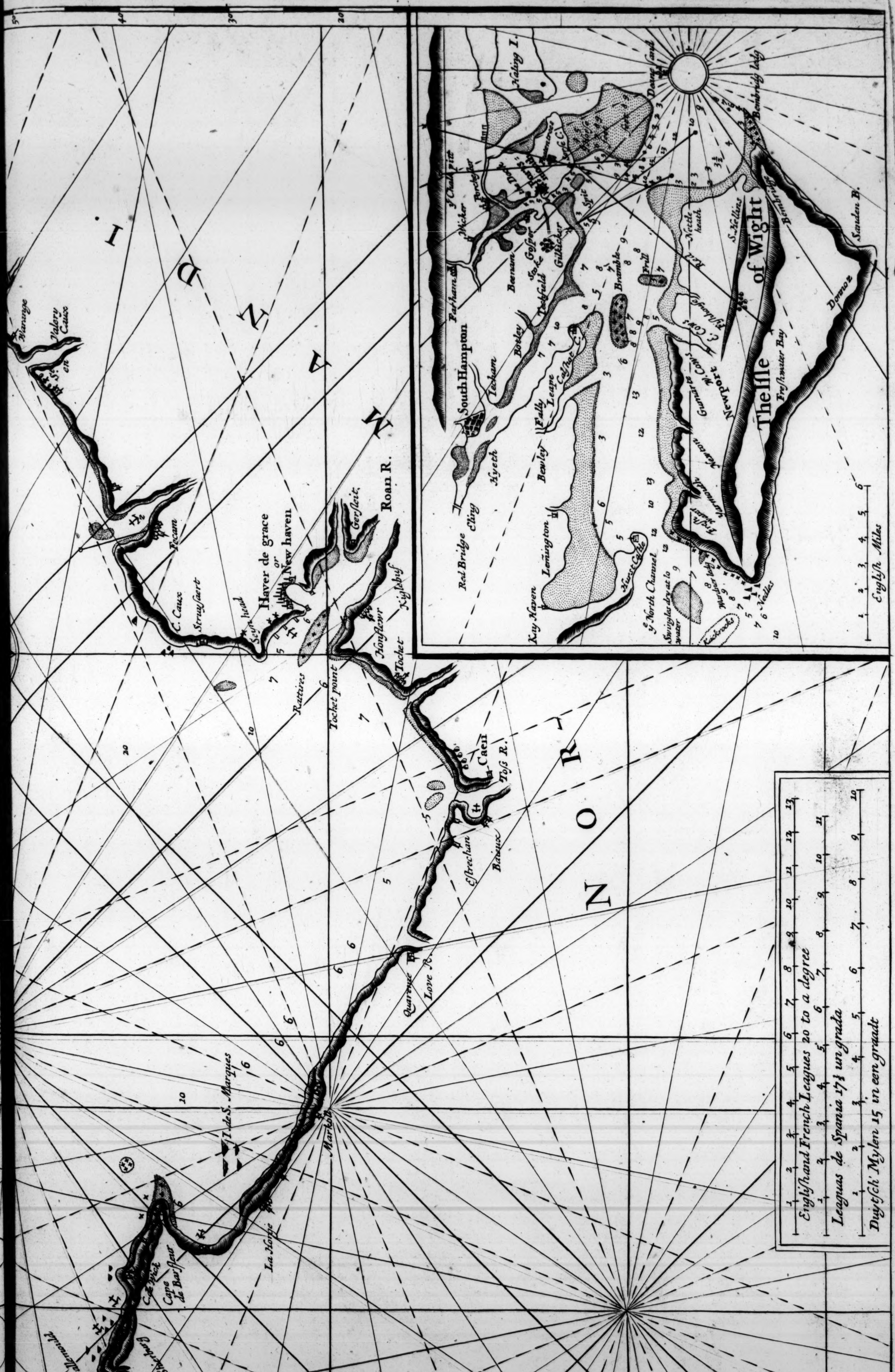

N O R M A N D I
Haver de grace or New haven
Roan R.
Gerslait
Fecam
C. Caux
Strunfsart
Scyf head
Rattires
Honflewr
Kijlshof
Tocket
Tocket point
Caen
Toss R.
Estrechan
Bajeux
Love R.
Quarenie
I. de S. Marques
Marko
La Hougue
Cape de Barfleur
C. de Wick
Gallemande
Valery en Cauce
The Isle of Wight
Newport
Cowes
Fresshwater Bay
Downo
Sandon B.
Bembridg
S. Hellins
Gurnards
Yarmouth
Needles
North Channel
Hurst Castle
Lemington
Kay Haven
Bewley
Fally
Leape
Calshot C.
Red Bridge
Cliny
Hyeth
South Hampton
Techam
Botley
Farham
Titchfield
Stoke
Bennan
Gosport
Portsmouth
Wicker
Porchester
Chalk pitt
Haling I.
Dovers sands
Bramble
Spitt
Kickrocks
Nettle heath
English Miles
1 2 3 4 5 6
English and French Leagues 20 to a degree
1 2 3 4 5 6 7 8 9 10 11 12 13
Leguas de Spania 17½ un grado
1 2 3 4 5 6 7 8 9 10 11 12
Duytsch Mylen 15 in een graadt
1 2 3 4 5 6 7 8 9 10
50 40 30 20
5 6 7 10 20 6 6 6 6 5 5 6 7 10

BRITISH MUSEUM

the *Foreland*, is to keep the top of *Margret* Steeple open above the Land, and *Fairneſs* and *Whiteneſs* on the Eaſt-ſide of the *Foreland*.

Directions for ſailing from Margret Road into the Downs.

From *Margret* ſteer alongſt the Shore Eaſt, and E. by N. according as the Wind is; but come not nearer the Shore than ſeven or eight fathom, becauſe the Spit of *Fairneſs* lieth far off. But the keeping of *Margret* Church a Man's height above the Land, will carry you clear of it. When you have brought the South *Foreland*, and the Land of the *Downs* open, then if the Wind be Weſterly, you may ſteer to the Southward alongſt the Shore in five, ſix, or ſeven fathom water, according as the Tide is, or your Draught of water; for you ſhall find divers Banks and Overfals, where you will ſuddenly ſhoal a fathom, and ſometimes more at one caſt, and then preſently deepen again. There is a Shoal, that lieth in the Channel of five fathom and a half, on which at low-water there is not above twenty foot; this lieth ſomewhat to the Weſtwards of *Broadſtairs* Peer, and to the Southward of *Broadſtairs*. There alſo lieth another in the Channel, of four fathom and a half at low-water, whereon there is not above fourteen foot. Alſo to the Southward of that lieth another, right off a Green ſpot that appears in the upper part of the *Cliff*, on which there is not above ten foot at low-water; theſe you muſt be careful to ſhun. If there goeth a ſtrong Tide, they ſhew themſelves by the ripling of the water, as other Overfals do; and where it is ſmootheſt, it's the deepeſt water. When you are ſo far to the Southward, that you can ſee the red Tiled Houſe of *Ramſgate* open of the *Cliff*, then you are clear of thoſe ſhoals.

Directions for ſailing through the Gulls.

The *Gulls* is a Channel, that runs between the *Goodwin* Sands and the *Breaks*, and therefore the Marks to carry you through the *Downs*, are theſe: You muſt keep St. *Margret*'s Church going to the Northward, (which is near the South *Foreland*) to bear with a piece of Wall that is near the third *Cliff*, that is to the Northward of the South *Foreland*; or elſe, to bring the Light-Houſe on the South *Foreland*, in the Southermoſt *Swamp*: Which Marks will carry you through the *Gulls*, either in or out, through the two Sands, where you will have eight, nine, or ten fathom water; you may borrow on the *Brake* to ſeven fathom, but come no nearer to the *Bunt-head* than ten fathom; and between the *Bunt-head*, and the North-Sand-Head, in eight fathom.

Bunt-head

There is alſo another Channel, called the *Inner-Channel*, that is to go between the *Brake* and the *Querns*, where great Ships may paſs through at high-water, but not at any other time. This Channel is above a mile broad, only at the South-end there lieth a ſmall Middle Ground near the *Brake*, on which is but ſeven foot at low-water; the Mark for it is to bring St. *Margret*'s Church a Ship's length to the Southward of *Deal* Caſtle.

The thwart Mark is to bring *Windsborough* Church a Ship's length open to the Northward of *Sandwich* Steeple, and then are you to the Northward of this Middle Ground.

The leading Mark to carry you through, is to bring St. *Margret*'s Church in the middle, between *Wamor* and *Deal* Caſtle (the Middle Ground excepted). For when you come near it, you muſt keep the Church as aforeſaid, or you may keep the Church between *Deal* and *Wamor* Caſtle, almoſt home to *Deal* Caſtle. If you bring the Church more than half way over towards *Wamor* Caſtle, you will be near the *Brake*, if not on it.

The Mark for the North-end of the *Querns*, is to bring St. *Lawrence* Steeple a Ship's length to the Southward of the *Cliff*.

For the South-end of the *Querns*, bring the Mill near *Ramſgate*, to the Northward of the ſaid Peer.

The depth in the Channel, is two fathom and a half, three and a half, and four fathom water, and the nearer the *Brake* the deeper.

The Goodwin.

The *Goodwin* is a Sand that lieth before the *Downs*, and is from the Shore in ſome parts four miles; and in ſome five. The Southern half lies S. S. W. and N. N. E. rounding towards the South *Foreland*; the Northern part of it lies North and South, rounding on the Eaſt ſide, and is in moſt places ſteep too; at the North-end there is indifferent good ſhoaling. The Sand by Storms and ſtrong Tides alters every Year, is very broad, and dries a great part of it, but moſt to the North-end.

Marks for the North Sand-head

The Marks to go clear of the *North-Sand-head*, are to bring St. *Peter*'s Steeple on *Broadſtairs* Peer, (commonly called *Bradſtow*-Peer); this Mark will direct you by it in five and ſix fathom, according to the Tide; and in the Night, bring the Light on the North *Foreland*, N. W. half Weſt.

Marks for the South-Sand-head

The Mark for the *South-Sand-head*, is to bring the Steeple of *Ring-joul* on the Village called *Kingsdown*, or the Light-Houſes on the South *Foreland*, together.

Bunt-head

From this Sand, ſpits out againſt the *Brake* a Sand, called the *Bunt-head*, which is very ſteep too, having eleven fathom cloſe to it: The North-end lieth off *Broadſtairs* about ſix miles, and the South-end about three miles off the Shore. If you are coming from the Weſtward, keep *Folkſton* Land open of *Dover* Land, and it will carry you without the *South-Sand-head*.

The Falls.

The *Falls* is a long narrow Sand, that lieth S. by W. from the *Galloper*, about fifteen miles; it is fifteen miles in length, and lieth S. by W. and N. by E. The South-end lies about ſeven miles without the *Goodwin* Sand, and bears from the Light-Houſe on the South *Foreland* E. N. E. about fifteen miles. The North-end bears from St. *Peter*'s Church on the North *Foreland*, E. N. E. about ſeventeen miles. The South-end is ſhoaleſt, where there is but twenty, and twenty one foot at low-water; this end hath a broad round flat Head, like the *Galloper*, where the Tide doth ripple and whelm very much; cloſe to it there is twenty fathom, ſome ſay they have been on it in fifteen foot water; on the North part of it is four fathom and a half, five fathom, and five and a half; whether it alters or not, we cannot learn of any. The Ground is groſs Gravel, and the Soundings about it are very uneven; a mile within and without the North-end, there is 27 fathom, and ſteep too on both ſides; the Soundings from the North *Foreland* are 9, 10, 11, 12, 13, 14, 15, 16, 19, 22, 24, 27, 28, 24, 23, 22, 20, 11, 6 and a half; and on the North-end there is (as about the South-end) 15, 19, 20, 25, 28 fathom, without and within it.

The Vane, or Ripraps.

The *Vane*, or *Ripraps*, is a narrow ſhoal, of four leagues in length, lying N. N. E. and S. S. W. in the Fair-way between *Calice* and *Dover*, but ſomewhat nearer the *French-ſhore* than the *Engliſh*, the South part thereof trendeth away Southerly; the ſhoaleſt part of it is, when *Dover* bears North, and N. by W. from it, which is the Northermoſt-end thereof; *Calice-Cliff* bears E. by N. from it. On this ſhoal you will have but 11 foot at low-water; on both ſides, either to the Eaſtward or Weſtward, you will have twenty two, twenty three, and twenty four fathom.

Dover Road.

Downs.

If you come to an Anchor, the beſt Road is before *Dover* Caſtle, in ten fathom, where you will have clean Ground; and when you come into the *Downs* from the Weſtward, you may run about to the South *Foreland*, within two Cables length of the Shore, and anchor thwart of *Deal* Caſtle, in 7 or 8 fathom, or where you pleaſe.

Shoals betwixt Dover and the Ripraps.

There are alſo ſome other ſhoals that lie betwixt the *Ripraps* and *Dover*, *viz*. Two leagues and a half S. by W. from the South *Foreland*, lieth a ſhoal, whereon there is but three fathom and a half, but on either ſide you will have 24 fathom.

Between it and the *Foreland*, lieth another ſhoal, four miles from the Shore, whereon there is but four fathom and a half, and without it you will have 20 fathom, and within 22 fathom.

Alſo to the Weſtward of theſe, S. by W. half Weſt ſeven miles from *Dover*, lieth another ſmall ſhoal, but not dangerous.

What Moon maketh high water in theſe Places.

At *London*, a S. W. Moon maketh high-water.
At *Graveſend*, a S. S. W. Moon.
At the *Gore-End*, a S. by E. Moon.
At the North *Foreland*, a South Moon.
In the *Downs*, a S. S. E. Moon maketh high-water.

Of the Setting of the Tides alongſt this Coaſt.

From the North *Foreland* the Flood ſetteth to the *Reculvers*, and alſo over the *Flats*, W. S. W. and W. by S.

Without about the *Goodwin*, towards the *Kentiſh-Knock*, the Flood ſetteth North by Weſt, and North North Weſt.

There runneth alſo a Flood againſt it from the Northward, and meet one another by the *Golloper*, with a great noiſe and ripling of the water.

Courſes and Diſtances.

From *Tilbury Hope*, to the *Buoy* of the *Nower*, the Courſe is E. by S. twelve miles and a half.

From the *Buoy* of the *Nower*, to the *Buoy* of the *Red-Sand*, Eaſt, nine miles.

From the *Buoy* of the *Red-Sand*, to the *Gore-End*, S.W. half Weſterly, 11 miles.

From the *Gore-End*, to the North *Foreland*, E. by N. 3 leag.

From the North *Foreland*, to the South *Foreland*, South, half Weſterly, ſix leagues.

From the South *Foreland*, to *Calice-Clift*, S. E. 7 or 8 leagues.

CHAP. XII.

Deſcribing the Coaſts of England, *from* Dover *to the* Iſle of Wight.

Directions for Dover Road, from thence to Dongeneſs, and ſo to Beachy.

Dover Road.

THE Marks to ride in *Dover Road*, are to bring the *White-way* to the N. W. of *Dover* Caſtle right over the Hill, (the lower end that comes from *Dover*-Caſtle) or between the Hill and St. *James* his Church, which is a ſquare Steeple at the North-end of *Dover* Town; you may anchor in what depth you pleaſe, from 7 to 14 fathom.

Folkſton.

Thwart of *Folkſton*, in 12 or 14 fathom, you will find very good Ground to anchor in, for a S. W. Wind, in 8 or 9 fathom; but if you ſet ſail having the Wind on Shore, come not near the *Neſs*, for there lieth a Bank within the Point of the *Neſs*, that hath but 14 foot water on it, being very dangerous. Likewiſe to the Weſtward of the *Neſs*, lieth a Bank alongſt the Channel, that hath not three fathom and a half on it at low-water, but within you will have ſeven fathom.

Dongeneſs

Likewiſe there is another Spit runs off from the middle of the *Neſs*, S. S. E. being dangerous for a Ship of great burden: If you come from the Weſtward, you may borrow to the *Neſs*, with a Northerly Wind, into 8 or 9 fathom.

And whether you are bound, either to the Eaſtward or Weſt, with a Ship of great Draught, be not covetous of keeping cloſe the Shore; between *Fairlee* and *Beachy*, thwart of *Pemſey* Caſtle, there lieth Rocks and Overfals, whereon there is 14 foot at low-water.

From South *Foreland* to *Dongeneſs*, the Courſe is S. W. by W. diſtant ſix leagues.

At the Eaſt-ſide of the *Neſs* is *Rumney* Bay: thwart of *Rumney* Tower is a good Road for Weſt, and S. W. Winds.

Anchor-Ground.

For to anchor there, run ſo far into the Bay until the Point of the *Neſs* bear South, and S. by W. from you; there anchor in 7 or 8 fathom: You may alſo anchor on the Weſt-ſide of the *Neſs*, with a N. E. Wind, and then the Point will bear E. by N. from you.

Dongeneſs is a low Point, on which ſtandeth a Light-houſe.

To ſail into the Camber of Rye.

Rye.

To ſail into the *Camber* of *Rye*, coming from the Weſtward, you muſt keep *Beachy* without the Point of *Fairlee*, and ſo run within two Cables length of the *Neſs* Point; then edg up to the Weſtward, and leave the Beacons on the Starboard-ſide, until you come before *Camber* Caſtle, that ſtandeth upon the Souther *Shingle*; there you may anchor in four or five fathom. From thence to the Town of *Rye*, the Shore is all ſet with Beacons, that ſtand alongſt the Eaſt *Shindle* unto the *Daries*, which at low-water fall dry. In ſailing into *Rye*, you muſt leave all the Beacons on the Starboard-ſide, and run indifferent cloſe alongſt by them.

Beachy.

From *Dongeneſs* to *Beachy*, the Courſe is W. S. W. diſtant nine leagues; *Beachy* lies by ſeven white Cliffs, which are eaſy to be known. To the Eaſtward of *Beachy*, you may anchor with Weſterly Winds, in ſix or ſeven fathom; ſo that the Point bears South, and S. by W. from you.

To the Weſtward of *Beachy*, thwart the Weſt-end of the ſeven Cliffs, right againſt the *Shindle* (where you may run alongſt it into *Cookmore*-Haven) you may anchor in 7, 8, or 9 fathom.

From *Beachy* Point lieth a little ſhoal, upon which there is at low-water and Spring-Tides, ſcarce two fathom.

To ſail into Cookmore-Haven, and New-Haven.

Cookmore Haven.

At the Weſt-end of the ſeven Cliffs, lieth *Cookmore* Haven, and to the Weſtward of that lieth *New-Haven*; *Cookmore* is ſaid to be the beſt, and moſt commodious of the two: It lieth in N. W. by W. having therein with a common Tide ſeven foot, and with a Spring-Tide 14 or 15 foot water. The Ships within lie dry every Tide, but without the Town they lie afloat; the Veſſels that lie there, moar with four Cables, two on each ſide. At the going in, the depth is uncertain: When it blows a Storm out of the Sea, the Harbour is barr'd up with a *Shingle*, and opened again with a freſh ſhoot.

New-Haven.

New-Haven is much like in all reſpects to this, and is ſubject to the like Inconveniences, and falleth dry, and therefore convenient for none but ſmall Veſſels.

Shorum.

Shorum is a Tide-Haven, where there is at high-water, and Spring-Tides, 18 foot, at low-water not above three foot, and twelve foot at high; and three at low-water, with common Tides.

The Town of *Shorum* lieth almoſt a mile within the Haven: Veſſels that draw but eight or nine foot, can lie afloat a little below the Town at low-water, or elſe they lie dry every where. When you come from the Eaſtward, either from *Beachy*, or *New-Haven*, along by the Shore, you may ſee the Haven open before you come thwart of it; but coming from the Weſtward, you ſhall not, becauſe the Weſt-point lieth ſomewhat farther out than the Eaſt-point; from the Weſt-point runneth off a little Tail, but at high-water you may run in over it, otherwiſe you muſt run in by the Eaſt-ſhore. Upon the Eaſt-point ſtand two Beacons, which you bring in one, and ſo run in right with them, until you come by the North-ſhore, and ſo run alongſt by it.

To ſail into Arundel.

Arundel.

About ſix leagues to the Weſtward of *New-Haven*, lieth *Arundel*, which is alſo a Tide-Haven, where a Ship may go in at half-flood; you muſt go in there by the VVeſt-Land, and lie in N. E. In the entrance it's two fathom, and between the Lands three fathom, at high-water, but within the Haven at low-water there is four and five fathom; there anchor before the Town. Between *Seaford* and *Arundel* you will find very good ſhoalings, eſpecially as far as *Shorum*; you may ſtand to the Shore in ſeven or eight fathom, and good Ground to anchor, if occaſion doth require; but to the VVeſtward of that, is a Flat off the Shore, where you will not have above ſix or ſeven fathom a league or two off the Shore.

Eaſtborough-head.

South from *Arundel*, ſix or ſeven miles, lieth a Bank, called *Eaſtborough-head*, which is dry at low-water, and Spring-Tides, near a furlong in length.

To avoid this danger, If from *Shorum* you are bound to the Southward, run S. S. VV. until you get into 18 fathom, and then you may boldly ſteer VV. S. VV. and that Courſe will lead you without the *Owers*; cloſe by this ſhoal, you ſhall have 15 fathom water.

Owers.

From this to the *Owers*, it's near two leagues, W. S. W.

come

come no nearer than 12 or 14 fathom of them, and that depth will carry you without the *Owers*.

Between *Eaſtborough-head* and the *Owers*, there lieth a Ledg of Rocks, on which there is not above ſix foot; this lies N. W. half a league from *Eaſtborough-head*.

Marks. The thwart Marks for the *Owers*, is *Chicheſter* ſpire Steeple, bearing N. N. W. from you, you being on the outer-ſide of the *Owers*.

For a longſt Mark, the Point of *Dunneſs* bearing W. by S. half Southerly, *Dunneſs* W. S. W. is right upon them. Dunneſs.

To avoid the danger hereof, coming from the Eaſtward with a Northerly Wind, be ſure keep not in leſs than 18 fathom.

And coming from the VVeſtward, you muſt come no nearer than E. by N. keeping your ſelf in the depth aforeſaid: Many have been deceived coming from *Dunneſs*, who have ſteered E. by N. and E. N. E. not regarding that the latter part of the Flood ſets into the *Iſle of Wight*, which have brought them on the *Owers* unexpectedly; if you are well acquainted with the *Owers*, you may ſail to the Northward of them, between them and the Main.

Betwixt the *Owers* and *Portſmouth*, goeth in a great Sound, or Haven, wherein lieth the Town of *Chicheſter*. Chicheſter.

To ſail into Portſmouth.

If you go into *Portſmouth*, you muſt ſail within a Stone's caſt of the *Beach*, and keep the White Path open to the Northward of the Caſtle, going ſo near the *Beach* on your Starboard-ſide, as that the Old Church on *Goſper*-ſide, may enter on the Point, and ſo it carries you clear of the ſhoals that lie on the Starboard-ſide, going in a little within the Gibber.

To ſail within the Iſle of Wight, coming from the Eaſtward.

If you turn in at the Eaſtermoſt-end of the Iſland to go into the Channel, betwixt *No-Man's-Land* and the Main, you muſt keep *Kilkecker* Tower in the middle of *Cockwood*, (that is your leading Mark); but if you turn in, you may open it to either end of the Wood, not opening it on either ſide too much. You may ſtand over to the Main in 7 or 8 fathom, and then about; you muſt not ſtand longer toward either Shore, for it's ſteep too; and from 8 or 9 fathom, the next caſt you may be on Ground.

From St. *Hellen*'s Point, being the Eaſtermoſt Point of the *Iſle of Wight*, runneth off a ſhoal E. N. E. two miles into the Sea: when the *Culver* Cliff is hid behind the N. E. Point of the Iſland, then are you within this ſhoal; come no nearer it than 7 or 8 fathom. A ſhoal.

Within this ſhoal in the Fair-way, between the Iſland and the Main, lieth another ſhoal, called the *Horſe*. Horſe.

The Marks for it are theſe; VVhen *South-Sea* Caſtle, and a ſquare Steeple within the Land, are both in one, then are you thwart of it.

Marks. The Marks to go clear of it, is to keep *Portſmouth* Caſtle on the VVeſt-ſide of the VVood; and this Mark will carry between the *Horſe* and the Main. On it at low-water you will have but ten foot, and about it is good ſhoaling; come therefore no nearer than five or ſix fathom.

VVhen St. *Hellens* Church beareth S. W. by W. from you, then the S. E. end of the *Horſe* bears N. E. by N. and the Weſt-end N. by E. from you.

To ſail to the Weſtward from St. Hellens.

Keep no nearer the Shore than that you can ſee the Wind-Mills, which ſtand on the high Land of the *Wight* open above the ſaid Land, leſt you come on that broad Sand, called *No-Man's-Land*, which lieth from the Point of *Newport* Road, Eaſtward, alongſt the Shore, which falleth dry at low-water, and cloſe aboard of it you will have 12 fathom: When the Town of *Ryde* and the Wind-Mill, which ſtandeth S. S. W. from it, are both in one, then are you thwart the middle of it; if you come ſo near the Shore, that the Wind-Mills be hid with the Land above them, then will you be near, if not aground; but as long as you keep them open over the Land, you need not fear. No-Man's-Land.

Cowes Road is the beſt Harbour within the *Iſle of Wight*; betwixt it and *Calſhot* Caſtle, lieth a hard ſhoal in the Fair-way, but neareſt the Main, called the *Brambles*, and reacheth thwart of *Newport*. At low-water and Spring-Tides, it falleth almoſt dry; then you may know it by the ripling and breaking of the Sea on it; to avoid which, keep cloſe to the Iſland, until you come into *Cowes* Road. Brambles.

To ſail into Stoaks Bay.

Stoaks Bay. If you go into *Stoaks* Bay, you muſt leave *South-Sea* Caſtle on *Hyant* Wood, (or the Wood N. E. of *Portſmouth*) and then ſteer in with the old Caſtle that is to the Eaſtward of *Stoaks* Bay, keeping it ſomewhat on the Starboard-ſide, and ſo bear in till you bring the Wind-Mill on *Porch-Down*, half a ſail's breadth to the Weſtward of the white Cliff, and ſo you may anchor in the beſt of the Bay, in ſeven or eight fathom; you may alſo go up to *Cows*. Cowes Road. If you ſteer with it, keep the Iſland ſide, and anchor with the Caſtle S. W. from you, a quarter of a mile from the Shore: Alſo you may ſteer down W. S. W. with *Yarmouth* Fort, and anchor S. S. W. from it half a mile off the Shore, in ſeven fathom; Yarmouth Road. the deepeſt water between *Cowes* and *Stoaks* Bay, is 15 or 16 fathom, and between *Cowes* and *Hurſt* Caſtle 15 and 18 fathom.

Hurſt-Caſtle. Alſo you may anchor with *Hurſt* Caſtle S. W. by W. half a mile from the Shore, in 8 or 9 fathom, or W. S. W. it being all good Ground.

What Moon maketh full Sea in theſe Places.

Between *Dover* and *Dungeneſs*, and likewiſe thwart of the *Neſs*, a S. S. W. Moon maketh full Sea.

In the Channel of *Winchelſey*, a S. by E. Moon.

At *Beachy* by the Shore, a S. S. E. Moon.

In the Fair-way thwart of it, a South Moon.

In the *Offing*, from the South to the North *Foreland*, it runneth half Tide.

From the South *Foreland* to *Dungeneſs*, it runneth half-Tide, and half quarter Tide.

From the *Neſs* to *Fairlee*, it runneth half-Tide.

And from *Fairlee* to *Beachy*, one quarter Tide under another.

The Setting of the Tides in theſe Places.

From *Dungeneſs* to *Dover*, the Flood ſets N. E. by E. and the Ebb S. W. by W.

From *Beachy* to the *Neſs*, E. N. E. and W. S. W.

At *Beachy* by the Shore, before the ſeven Cliffs, the Flood ſetteth E. by S. and the Ebb W. by N.

From the *Wight* to *Beachy*, E. by N. and W. by S.

The Depths and Soundings thwart the Channel.

Between *Winchelſey* and *Picardy*, in the midſt of the Channel, it's 26 and 27 fathom deep, and in ſuch Depth you may ſee *Fairlee*, and the South *Foreland*.

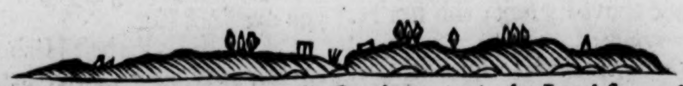
Without *Beachy*, thwart of the ſeven Cliffs, it's 28 and 30 fathom deep.

Courſes and Diſtances.

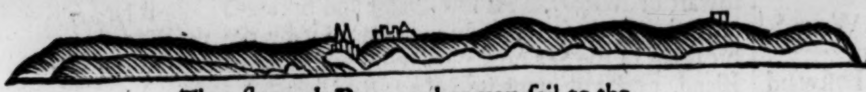
From *Dover* to *Dungeneſs*, S. W. by W.	6 leagues.
From the *Neſs* to *Fairlee*, W. S. W.	3 leagues.
From *Fairlee* to *Beachy*, W. S. W.	5 leagues.
From *Beachy* to the *Owers*, W. by S.	13 leagues.
From thwart of the *Owers*, in 12 fathom, to *Dunneſs*, the South-point of the *Wight*, W. S. W.	5 leagues.
From *Beachy* to *Blackneſs*, Eaſt;	20 leagues.
From *Beachy* to *Struyſaert*, South,	26 leagues.
From *Beachy* to the *Caskets*, S. W. by W.	37 leagues.

How

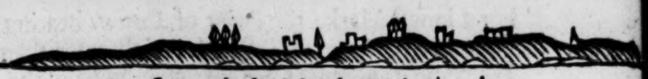
How theſe Lands do ſhew themſelves at Sea.



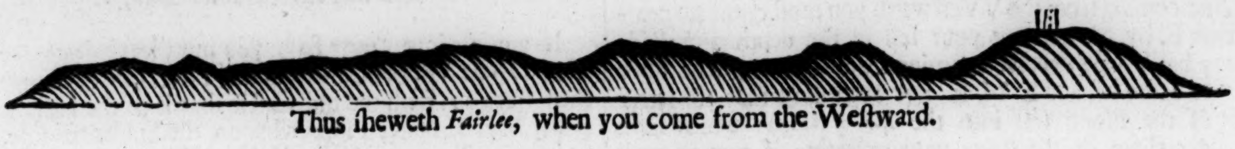
When you go from the *Downs* to the South *Foreland*, the Land ſheweth thus.



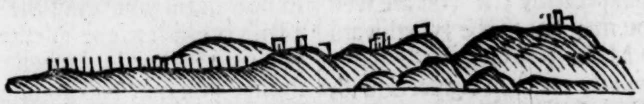
Thus ſheweth *Dover*, when you ſail to the Weſtwards of the *Vane*, or *Ripraps*.



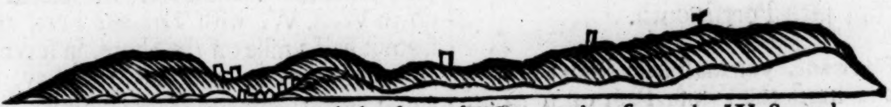
Thus ſheweth the North *Foreland*, when you ſail towards the *Downs*.



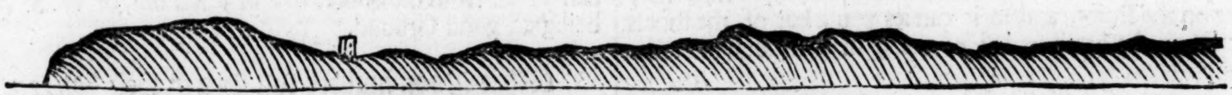
Thus ſheweth *Fairlee*, when you come from the Weſtward.



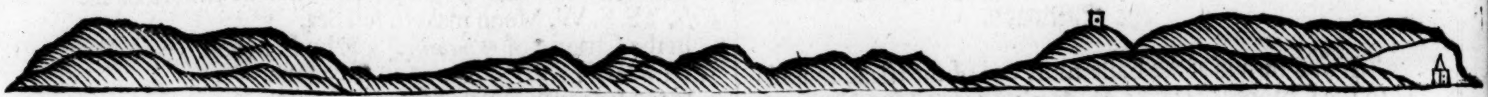
Thus ſheweth *Fairlee*, when you ſail by it about four Leagues from the Land.



Thus ſheweth *Beachy* and the ſeven Cliffs, coming from the Weſtward.



Thus ſheweth *Beachy* coming from the Weſtward.



Thus ſheweth the *Iſle of Wight*, when you ſail alongſt by it, being 3 or 4 Leagues to Seaward of the Land.

CHAP. XIII.

Deſcribing the Coaſt of England, *from the* Iſle of Wight *to* Portland.

To ſail out at the Needles.

IF you are bound out at the *Needles*, your Courſe from *Hurſt*-Caſtle is S. W. by S. There are Rocks on the Iſland ſide, in the midway between the Caſtle and the *Needles*, called the *Wardens*; in going in or out, you muſt obſerve, the Flood ſetteth on the *Needles*, and the Ebb ſetteth on the *Swinge-Hills* and *Chalk-Rocks*; the leaſt water is four fathom and a half, and that is when the *Needles* are in one: If you go out on the Ebb, you muſt ſtand off South, or S. by W.

To ſail in at the Needles.

If you ſail in at the Weſt-end of the *Wight*, you muſt run right in with the *Needles*, which are high ſharp Rocks lying at the Weſt-end of the Iſland; and ſail within a Cable's length of them, leaving them on the Starboard-ſide, and the *Swinge-Hills* on the Larboard-ſide; when you are within them, as you run up to *Hurſt*-Caſtle, edg towards the Main, to avoid the *Wardens*, which lie by the Iſland under water; the depth between the *Needles* and the Caſtle, 7, 8, 9, 10, 11, and 12 fathom. Being within the Caſtle, it is very broad, leave therefore two third parts of the Channel on the Larboard-ſide, and ſo ſail till you come before the Town of *Newton*, and there anchor in 9 or 10 fathom. Or elſe you may ſail about the Point of *Cowes*, and anchor there before the Haven, or River of *Newport*, in 10 or 12 fathom.

Newport-Haven lieth from *Hurſt*-Caſtle N. E. by E. and E. N. E. about two or three leagues.

To ſail into Sunwich and Studland Bay.

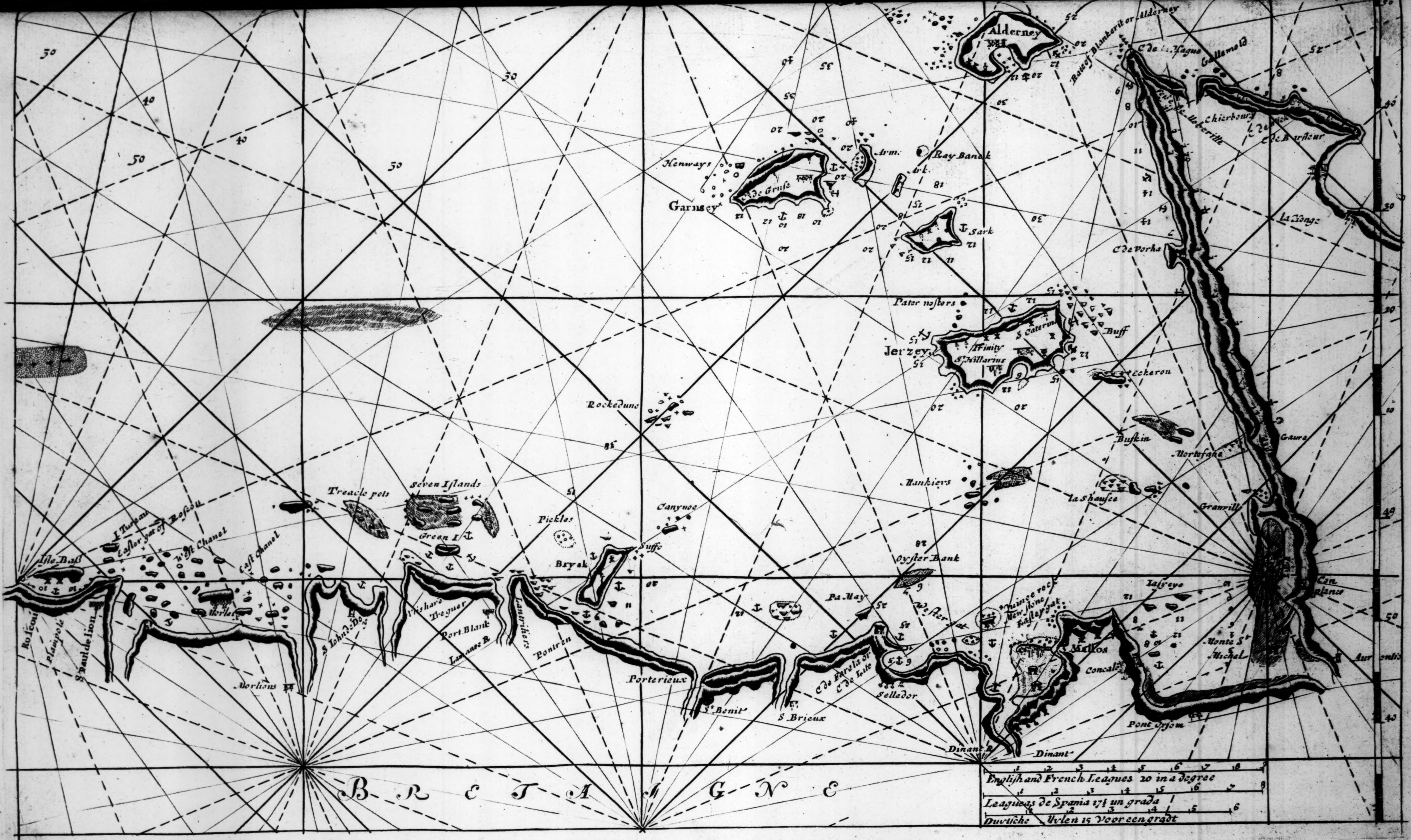
From the *Needles* W. by S. 3 leagues, lieth the Point of St. *Albons* Land, called *Peveral* Point; and from it to the Eaſtward, lie off ſome little Rocks. St. Albons, or Peveral Point.

To the Northward of the ſaid Point is a Bay, called *Sunwich* Bay, being a good Road for them that are bound to the Weſtward: If you would go in there, coming from the Weſtward, you may take the Soundings of St. *Albons* Land, and run by the Point in four or five fathom, at half-flood, and you will go clear of the Rocks, which lie off the Point. Being gotten about, edg by it to the Weſtward towards *Sunwich*: In the Bay, a little to the Northward of *Sunwich*, lieth a round Hommock, and thwart of it, ſomewhat within the Land, ſtandeth a Mill; bring that Mill on the South-ſide of the round Hommock, and ſail in till you come into four or three fathom water, and anchor in what depth you pleaſe, it being a good Harbour in S. W. Winds. Sunwich Bay.

A league N. by E. from the foreſaid Point, and Weſt from the *Needles* lieth another Point, called *Handfaſt* Point; and to the Northward of it lieth a little Town, called *Studland*; before it is alſo a good Road. Upon the outermoſt part of that Point, is a hole through the Land, where you may ſee through; a little without which Point, ſtandeth a high ſteep Rock, almoſt like the *Needles*. Handfaſt Point. Studland.

To ride before *Studland*, you muſt ſail about the ſecond Point, which hath the hole in it, in four and five fathom, and ſail in W. N. W. towards *Studland*; a little to the Southward of it lieth a Valley, bring that to bear W. S. W. from you, and ſail towards the Shore, till you come into four and three fathom and a half, which is the beſt of the Road, Marks to ride in Studland Bay.

Road,


B R E T A G N E
Roſcou
Plampole
S. Paul de lion
Isle Baſs
I. Tureau
Eaſt or gat of Roſcou
West Chanel
East Chanel
Morlet
Morlions
S. Iohn de Dos
Treacle pots
Seven Iſlands
Green I.
Vrishard
Treguer
Port Blank
Lamanoe R.
Lantrihers
Pontren
Pickles
Bryak
Suffe
Canynoe
Rockedune
Porterieux
S.t Benit
S. Brieux
C. de Farela or C. de Lite
Selledor
Pa May
Wester gat
Oyſter Bank
Quince rock
New ſtone
Eaſt ſey gat
Mallos
Concale
Dinant R.
Dinant
Pont Orſom
Laſreye
Monte S.t Michal
Con ſtance
Aur[illegible]nſis
Mankiers
la Shauſee
Granville
Northfane
Buſkin
Eckeron
Buff
Jerzey
Trinity
S. Hillarius
S. Coterine
Pater noſters
Sark
Garnsey
C. de Gruſe
Henways
Arm.
Ark.
Ray Bank
Alderney
Race of Blankerit or Alderney
C. de la Hague
Gallemold
Chierbourg
C. de Vorha
La Hongs
C. de Barfleur
English and French Leagues 20 in a degree
Leagueas de Spania 17½ un grada
Duvtsche Mylen 15 Voor een gradt
1 2 3 4 5 6 7 8 9
1 2 3 4 5 6 7 8
1 2 3 4 5 6
30
40
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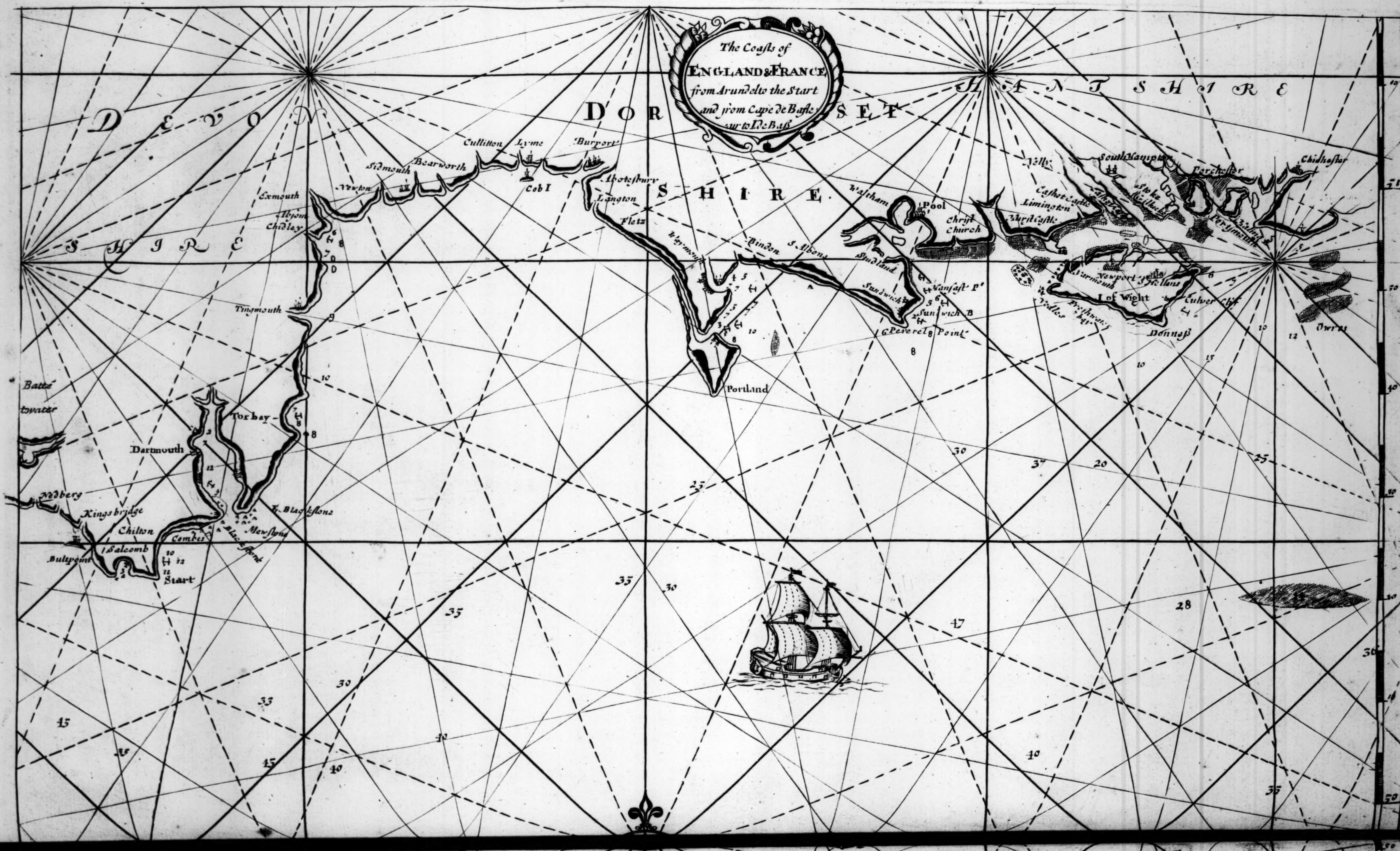
49
50
40
30


The Coasts of ENGLAND & FRANCE from Arundel to the Start and from Cape de Basle sur to I. de Bass

DEVON SHIRE
DORSET SHIRE
HANTSHIRE
Exmouth
Albom
Chidley
Newton
Sidmouth
Bearworth
Cullitton
Lyme
Cob I
Burport
Abotesburr
Langton
Fletz
Weymouth
Portland
Bindon
S. Albons
Studland
Sundwich
Sundwich B
Vansast P.
Peverel Point
Waltham
Pool
Christ Church
Hurst Castle
Limington
Cashot Castle
Nelly
South Hampton
Stoke
Porchester
Portsmouth
Chidhester
Yarmouth
Newport
S. Hellens
I. of Wight
Culver Cliff
Nedles
Freshwater bay
Donness
Owres
Tingmouth
Torbay
Dartmouth
T. Blackstone
Mewstone
Combes
Start
Salcomb
Chilton
Kingsbridge
Bultpoint
Nedberg
Batte
twater
Alderney

BRITISH MUSEUM

Road, from whence you may ſee the foreſaid hole in the Point.

Directions to ſail into Pool.

A league to the Northward of the foreſaid Point lieth the Harbour of *Pool*; to ſail in there, coming about *Handfaſt* Point, you muſt ſteer N. W. ſomewhat Northerly, then may you perceive right a-head, a high broad Hill, which ſtandeth higher than any other Land thereabout; keep that between the two Points of Land aforeſaid, and ſo run right in with it. But if you turn in, then ſpare not your Lead, and run not further over to the Weſtward than that the flat Hill come juſt with the Weſt-point; and when it beginneth to touch, you muſt about, or elſe you will preſently be aground; and when you are about, run no farther to the Eaſtward than that the foreſaid Hill come even with the Eaſt-Sand-Hill, which is a high gray ſharp Sandy-Hill, lying on the Eaſt-ſide. If you keep the foreſaid Marks after this manner, you ſhall have at half-flood, water enough.

There is at low-water 10 and 11 foot water on the Bar: For you muſt note, that this is a barred Place, and it floweth not above five or ſix foot up and down. It floweth here twice in one Tide; a S. E. Moon maketh here full Sea; alſo a S. by E. Moon maketh high-water, which cometh to paſs by reaſon of the Ebb that cometh out of the *Wight*. And when you have gotten within the Bar, ſail N. N. E. and keep the Beacons that ſtand on the Eaſt part of the Channel on your Starboard-ſide, and run indifferent cloſe alongſt by them; the Shores are on both ſides ſteep, and the Channel is but narrow, having all along on the Eaſt-ſide Booms plac'd on the Edg of the Channel, for Marks to ſail both up and down; but Strangers always take a Pilot in *Studland* Bay.

Directions for Portland, and ſailing into Weymouth.

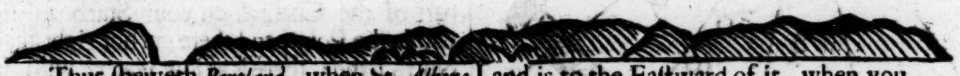
From the Weſt-end of the *Wight*, to the Point of *Portland*, the Courſe is W. S. W. 11 leagues, but from *Dunneſs* W. by S. 13 leagues.

If you would ride in *Portland* Road, coming from the Weſtward, come within a Muſquet-ſhot about by the Point of *Portland*; and being come about the ſecond Point whereon the Caſtle ſtandeth, edg up to the Weſtward, till you come before the Caſtle, and anchor there in 7, 8, 9, 10, or 11 fathom water; ſo that the Point of *Portland* may bear S. by E. and S. S. E. from you, there you lie Landlockt for Southerly Winds; but with a S. W. and S. S. W. Wind, you may be very mindful of the terrible Ripling of the Race of *Portland*, which beginneth a little to the Weſtward of *Portland*, and endeth a little to the Weſtward of St. *Albons*; the Ground in the Race is very uneven, and in ſome places ſhoal to 7 fathom, then 10, and then 15 fathom.

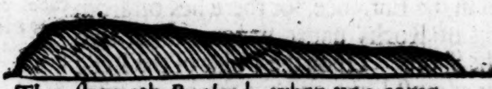
About a league to the Northward of *Portland* Road, lieth the Town of *Weymouth*, which alſo is a Tide-Harbour: The going in thereof, is to keep neareſt the North-ſhore; when gotten about the Point, called the *North*, in the Channel you will have about four or five fathom water, but keep not too near the other ſide, for there it is the ſhoaleſt water. Weymouth.

From the end of the Town of *Melcomb*, which lieth on your Starboard-ſide going in, is a Mould, or Peer of Stone, ſtrongly built; on the end whereof ſtandeth a Fort, or Battery; and at the upper end of the Town is a wooden Bridg, which leadeth to the Town of *Weymouth*: which two Towns lie oppoſite againſt each other, and the Ships lie by the Keys on both ſides; but without in the Road, you will have about 4 or 5 fathom water, and at the Keys they are aground every Tide.

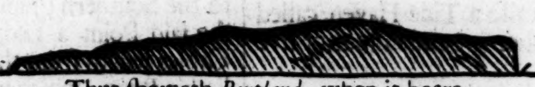
Portland.



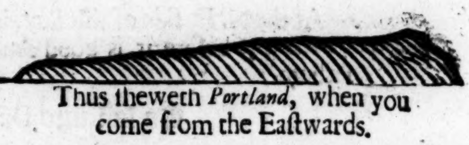
Thus ſheweth *Portland*, when St. *Albons* Land is to the Eaſtward of it, when you ſail by it, being to the Eaſtward of *Portland*.



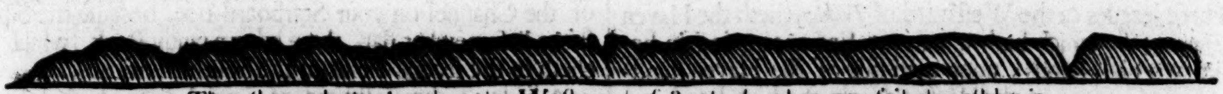
Thus ſheweth *Portland*, when you come from the Weſtward.



Thus ſheweth *Portland*, when it bears N. by W. from you 6 leagues off.



Thus ſheweth *Portland*, when you come from the Eaſtwards.



Thus ſheweth the Land to the Weſtward of *Portland*, when you ſail alongſt by it.

What Moon maketh a high-water at any of theſe Places.

At the *7 Cliffs*, a S. E. Moon.
In the *Camber* of *Rye*, a S. by E. Moon.
At *Camber-Neſs*, a S. E. by S. Moon.
In *Camber-Neſs* Road, a S. S. E. Moon.
Thwart of the Iſland, and before *Dunnoſs*, a S. by E. Moon.
At St. *Hellens*, and the *Cows*, a S. S. E. Moon.
At *Hampton* Key, a South Moon.
Within the *Needles*, a S. E. by S. Moon.
Before the Harbour of *Pool*, a S. E. Moon.
Alſo a S. by E. Moon maketh high-water.
Thwart of *Portland* in the Channel, a S. S. E. Moon.

Of the Setting of the Tides alongſt this Coaſt.

From *Portland* to the *Iſle of Wight*, the Flood runneth E. by N. and the Ebb W. by S.

Of the Soundings, and Nature of the Ground.

Without *Beachy*, thwart of the *7 Cliffs*, you will have 28 and 30 fathom.

In the *Offing*, thwart the *Iſle of Wight*, is 38 fathom, and in ſuch depths you will ſee the Land.

In the Channel betwixt *Portland* and the *Caskets*, it is 40 fathom deep, and in fair Weather you may ſee (in that depth) the Land on both ſides; the nearer *England* the ſhoaler, and the nearer the *Caskets* the deeper.

Off *Dunnoſs*, four leagues from the Land, you will have 22 fathom, and mixt Soundings, with dimps in the Lead, after Gravel Sand.

Within a mile of the *Owers*, you will have 14 fathom.

On the Coaſt of *France*, you will have 30 fathom.

So high up, as between the *Downs* and *Beachy*, 24 fathom.

Courſes and Diſtances.

From *Dunnoſs* to the *Needles*, W. by N. and W. N. W.	4 leagues.
From the *Needles* to *Peveral* Point, W. by S.	3 leagues.
From the *Needles* to *Portland*, W. by S. and W. S. W.	11 leagues.
From the *Wight* to *Diep*, E. S. E.	36 leagues.
From *Dunnoſs* to *Struyſaert*, S. E. Southerly,	29 leagues.
From the *Wight* to the *Caskets*, S. W. by S.	20 leagues.
From *Portland* to *Sainhead*, S. E. by E.	40 leagues.
From *Portland* to the *Caskets*, S. by E.	15 leagues.

CHAP. XIV.

Being a Deſcription of the Coaſt of England, *from* Portland *to the* Lizard.

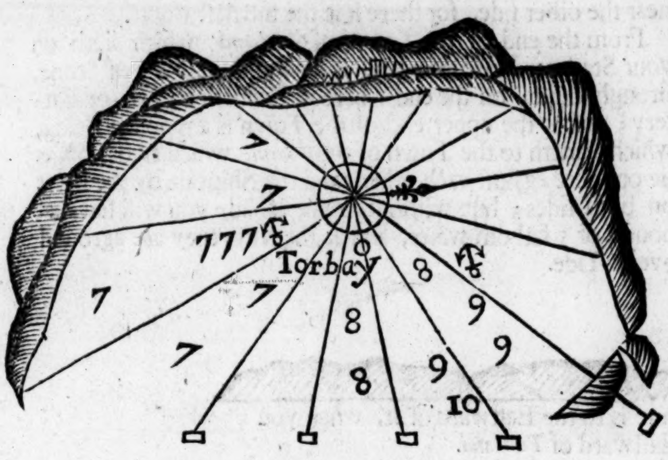
FRom *Portland* to *Exmouth*, the Courſe is W. N. W. 13 leagues: Betwixt them lieth a little Iſland, cloſe by the Land, before the Haven of *Lime*, and is called *Lime-Cob*. Lime-Cob.

Exmouth. Before *Exmouth*, you may ride at the South-end of the *Beach*, which lieth before the Haven, in 7 or 8 fathom; ſo that the Rocks of *Tomans-Stones* do bear South, and S. by E. from you; there you will have good Ground, and lie landlockt in Southerly Winds.

Torbay. Five leagues S. by W. from *Exmouth* lieth *Torbay*, which lieth from *Portland*, Weſt, 13 leagues.

For to go into *Torbay*, you muſt bring the Weſt-point, or the *Berry*, S. by E. or S. S. E. from you, and anchor there in 7 or 8 fathom; there you lie landlockt for South, and S. W. Winds.

Torbay.



At the N. E. ſide of this Bay, is alſo a Tide-Haven, called *Tormoune*; before it is good Anchor-ground in four or five fathom. Tormoune

To ſail into Dartmouth.

Dartmouth. Three leagues to the Weſtward of *Torbay*, lieth the Haven of *Dartmouth*, which hath a narrow Entrance going in betwixt two high Lands; upon each ſide of the Haven ſtandeth a little Caſtle: on the Weſt-ſide on the high Land is a Church, called St. *Patrick*'s.

For to ſail in, coming from the Weſtward, you muſt run in alongſt by the Weſter-Land, ſo far to the Eaſtward, until you bring the Key of the Town (on the Eaſt-ſide of the Haven) in the midſt of the entry of the Haven, and ſo ſail in the mid Channel: Alſo you muſt be ready with your Boat, if a Guſt of Wind ſhould come down from the high Land, for to row in; and being come in, edg over to the Weſt-ſide before the Brew-Houſe, and there anchor in 10 or 12 fathom, or before the Town on the Eaſt ſide, where you pleaſe.

Sunken Rock. At the Eaſt-ſide lieth a ſunken Rock, the Marks to avoid it are theſe; ſteer in with St. *Patrick*'s Church, and bring not the Village which ſtandeth on the Weſt-ſide of the Harbour, without the ſaid Church, but keep the outer Houſe of the ſaid Village, on the Eaſt-ſide of the Chappel, and always in ſight without the Bulwark on the North ſide by St. *Patrick*'s Church, and you need not fear the Rock.

Betwixt *Dartmouth* and the *Start*, neareſt to *Dartmouth*, ſtandeth a white ſpire Steeple, called *Tackman*, which is a very good Mark to know *Dartmouth* by.

Start. The *Start* lieth from *Dartmouth* S.W. about 3 or 4 leagues; under the Point of the *Start* at the Eaſt-ſide, is a good Road for weſterly Winds, betwixt the Point and a Church that ſtandeth on the high Land, in 10 and 11 fathom, ſo that the Point bear S. W. from you.

Salcomb. A little to the Eaſtward of the Weſtermoſt Point of the *Start*, lieth a Haven called *Salcomb*; when you come from the Weſtward, it ſheweth it ſelf open. The Weſt-ſide of it is ragged, and the Eaſt-ſide goes ſloping down: Cloſe to the Weſt-point lieth a Range of Rocks, therefore you muſt give a good Birth, and leave the Rocks on your Larboard ſide, you may ſee them break, that you need not to fear; and being within, the Shores on both ſides are bold.

Upon the Bar, there remaineth at low water and ſpring Tides, not leſs than 11 foot, but within it's at leaſt 3 fathom.

To ſail into Plymouth.

Seven leagues to the Weſtward of the *Start*, lieth *Plymouth*-Sound; at the outermoſt Eaſt-point of the Sound, lieth a high round Rock, called the *Mewſtone*: Between which and *Ramſhead*, lieth the Sound, N. N. E. being round and deep. Plymouth. Mewſtone.

A little to the Northward of the *Ramſhead*, is a fair ſandy Bay, called *Couſham*, where you may anchor cloſe under the Land in 9 or 10 fathom. Ramſhead. Couſham.

Two leagues South, a little Eaſterly from the *Ramſhead*, lieth a Rock above water, called the *Eddyſtone*; the Point of *Plymouth* from the *Eddyſtone*, is N. by E. and N. N. E. diſtant 4 leagues. Eddyſtone

In *Plymouth* Sound, by the Land of *Plymouth*, lieth a little Iſland, called Sir *Francis Drake*'s Iſland, which joins to the Weſt-ſide, with a Range of Rocks under water, ſo that you muſt ſail alongſt to the Eaſtward of it, whether you are bound either into *Catwater* or *Hamouſe*, which is the Weſt Harbour. Sir Francis Drake's Iſland.

If you would go into *Catwater*, then run in betwixt the Iſland and the Point on the Eaſt-ſide, in with the Land of *Plymouth*, until you ſee *Catwater* open on your Starboard-ſide; go then to the Eaſtward, betwixt the Point of *Plymouth*, and the Point on your Starboard-ſide, leaving moſt part of the Channel on your Starboard-ſide till you come within the Point, and there anchor right againſt the high ſteep North Land; there is at low water, with ſpring Tides, four or five fathom. Catwater.

When you ſail into *Catwater*, you muſt give a good birth to the Southern Point in the Entrance, for there lies off from the ſaid Point a Ledg of Rocks under water, about two Cables length from the Shore. Upon the Point of the Ledg lieth a Buoy, which you muſt leave on your Starboard-ſide; and when you have *Catwater* open, you may run in to the Eaſtward, leaving in the Entry of the Harbour, two thirds of the Channel on your Starboard-ſide, becauſe the South-ſhore is ſomewhat flat, there lying a ſandy Bank, which reacheth to the ſecond Point of the South-ſhore of *Catwater*. More directions for Catwater.

A little to the Eaſtward of *Drake*'s Iſland lieth a ſunken Rock, upon which at low-water, is not above two fathom. Sunken Rock.

For to ſail within the Iſland, you may go to the Eaſtward, or Weſtward of the Rock, according as occaſion ſhall ſerve.

If you will ſail in at *Hamouſe*, to the Weſtward of the Rock, then take the Soundings of the Iſland in four or five fathom at low-water, and ſo run by it, until that *Fiſhers* Village (lying to the Northward a little within the Land) come on the Weſt-ſide of the Village on the North ſhore, then are you to run through between the Iſland and the Rock; and to the Weſtward of the Rock, upon the Land of *Plymouth*, within the Iſland, ſtandeth a Wall: when you ſee it end-ways, and the Chappel of *Fiſher*'s Village cometh to the North-ſide of the Valley, and *Catwater* open, then you run over the Rock between the Iſland and the Main, and there anchor in 12 or 13 fathom. Hamouſe.

Likewiſe you may ſail into *Hamouſe*, between the Iſland and the Land of *Plymouth*; and ſailing in the midſt of the Channel between the two Lands, until the Entry of *Hamouſe* be open, then run in to the Northward as the Channel leadeth, until you come about the Weſt-point, and anchor in 16, 15, 12, or 10 fathom; in the narrow it is 16 and 20 fathom deep, between the Iſland and the Main, 8, 9, and 12 fathom. Other Directions to ſail into Hamouſe.

About half a Cable's length to the Eaſtward of the Paſſage going into *Hamouſe*, lieth a ſunken Rock called the *German*, about two Ships length from the Shore, which at low-water hath not above four foot on it: When you come near this Rock going into *Hamouſe*, either with the Flood or Ebb (for the Tide will ſet you right upon it, if it be calm) therefore to avoid it, give this Rock a good birth, until you bring the Houſes of *Fiſhers* Village open of the Eaſtward Point of the Paſſage, and then run over to the North-ſhore, until you have German. Sunken Rocks.

have ſhut in the Iſland behind the foreſaid Eaſtward Point of the Paſſage. For to avoid a ſunken Rock that lieth off to the Eaſtward, from the North-point of the *Beach*, on the Weſt-ſide of the Paſſage, half a Cable's length off, run amidſt the Channel into *Hamouſe*: upon the ſaid ſunken Rock at low-water, is not above 3 or 4 foot.

Sunken Rocks in Plymouth Sound.

In the Sound of *Plymouth*, not far to the Northward of the *Mewſtone*, lie 2 or 3 ſunken Rocks, on which at low-water there is not above 4 Fathom, the Marks for them are theſe: To the Eaſtward of *Plymouth* ſtandeth a Tower called Mount *Batten*, with a Mill, and to the Weſtward of *Drake*'s Iſland, ſtandeth a Houſe called Mount *Edgcomb*; when the Turret thereof cometh over the Point to the Weſtward of the Iſland, and Mount *Batten* and the Mill come one in the other, then you are upon the innermoſt ſunken Rock, which hath on it 4 fathom at low-water: But when the Point of *Hamouſe* cometh without the Point to the Weſtward of the Iſland, and the foreſaid Tower and Mill one in the other, then are you upon the outermoſt Rock; on which there is at low-water and ſpring-tides, 3 fathom and a half.

Foy.

From the *Ramſhead* W. by S. 5 leagues, lieth *Foy*, and betwixt them on the Coaſt, lieth a little Iſland, a little to the Eaſtward of *Talland* Point, thwart of *Weſtlooe*, and is called *Looe*-Iſland; you may anchor to the Eaſtward of the Iſland, in 5 and 6 fathom.

Looe-Iſland.

To ſail into Foy.

Foy.

Foy is a Haven, where Ships may go in at half-flood; at the Eaſt-ſide of the Haven ſtandeth a little Church, and on the Weſt-ſide a great white Church with a ſquare Steeple.

To ſail into *Foy*, you muſt run in the mid Channel betwixt the two Points, and being in, lie on which ſide you will, but the deepeſt water is on the Weſt-ſide, between the Stakes and the ſquare Steeple: Being come within the Stakes (as you come in by the Land) then preſently bear ſomewhat off from the Weſt-ſhore, almoſt into the middle of the Channel, neareſt to the Weſt-ſhore, until you come before the Village that lieth on the Weſt-ſide, where is a deep place, called the *Pool*; in which, Ships that draw 16 foot, may lie afloat at low-water.

To ſail into the Pool.

If when you come in by the Eaſt-Land, you deſire to ride in this *Pool*, then ſail in until you come within the Stakes, and then edg off from the Eaſt-Land, until you come near the Weſt-ſhore, for to avoid a Flat which lieth by the Eaſt-ſhore alongſt the Haven, which beginneth againſt the firſt Houſe of the Weſt Village; if it ſhould happen that you could not lead it in with a full ſail, then let fall your Anchor without the Stakes, and warp in till you come into the *Pool*.

You may alſo ſail ſo far in, that you may ſee a Wall on the Weſt-ſide of the Haven, where lieth a Village behind it; a Ship's length to the Southward of that Wall is very good Riding, being moared by 4 Cables: There a Ship may ride afloat that draweth 16 foot water.

You may alſo ſail farther in alongſt by that Swatch, which lieth on the Weſt-ſide, whereon the Mill ſtandeth; but come not too near the North-point of the Swatch, for by it lieth a Rock under water; and being paſt that, you moar your Ship in the midſt of the Channel; there is beſt lying for Ships that draw much water.

Dedman-Head. Falmouth.

Four or five leagues S. W. by W. from *Foy* lieth a Point, called *Dedman-Head*, and two leagues to the Weſtward of that lieth the Entrance of the Haven of *Falmouth*: *Dedman-Head* is double Land, with a round Hill, which to the Weſtward goeth ſloping down. Towards the VVeſt-end ſtandeth a Mill, a ſpire Steeple, and ſome little Houſes on the Land; a little to the Weſtward of it lieth *Pendennis* Caſtle, upon a round Hommock on the high Land: This Land is eaſy to be known, coming from the Weſtward.

Pendennis Caſtle.

Upon the Weſt-point of the Haven of *Falmouth*, ſtandeth *Pendennis* Caſtle, upon the high Land; in the entry neareſt the Weſt-ſide lieth a great Rock above water, you may ſail on either ſide of it: At the inner ſide of the Eaſt-point lie alſo ſome Rocks off the Shore, on the Eaſt-ſide it's deepeſt water, and moſt room. In going in therefore, giving the Eaſt-point a large birth, you will have 7 or 8 fathom; keep by the ſaid Shore, until you come within St. *Maudes* Caſtle; when it bears Eaſt from you, you will have 18 or 17 fathom, but half the Harbour over towards *Smithick* is not above 4 or 5 fathom.

Rock.

Falmouth Haven.

Obſerve in your going in to keep the *Manacles* open and ſhut on the Point of *Falmouth* Caſtle, and ſo muſt you keep it till you ſhut the Church over *Pennycom-quick* into the N. E. end of *Smithick*, and ſo you may ſtand over St. *Maudes*, and ride with the Caſtle bearing Eaſt from you; laying one Anchor in 18 fathom, and the Weſtermoſt Anchor in 4, as you ſee convenient.

Other Directions for Falmouth.

For to ſail in to the Weſtward of the foreſaid great Rock, you muſt take the Soundings of the Weſt-Land, on which the Caſtle ſtandeth, in 5 or 6 fathom; being ſomewhat within the Rock, run towards the Weſt-Land: To the Weſtward of the Rock in the Channel, is 6 and 7 fathom at half-flood; but in the Channel to the Eaſtward of the Rock, 7 and 8 fathom, as aforeſaid.

Miller Pool.

If when you come before St. *Maudes* Caſtle, you would go into *Miller-Pool*, you muſt ſteer over into 4 or 5 fathom on the Weſt-ſide, till you ſhut the Point of the *Manacles* within the Caſtle, and keep it not open for fear of the Point of the *Mace* on the Eaſt-ſide, until you ſhut *Pennycom-quick* into the Eaſt-point of *Smithick*, and ſteer on the Eaſt-ſide into 12 or 13 fathom, againſt the middle Hedg-end on the Eaſt-ſide; but go not up to open the little Church of the Point of *Miller-Pool*, for then you will have ſhoal water, but the lower down the deeper. Note, That *Moagan* Church, which is above *Pennycom-quick*, being entred on the Southermoſt Houſe of the ſaid Town, then are you near the South-ſide of the *Mace*.

Miller-Pool.

Helford Haven.

Four leagues S. by W. from *Falmouth*, lieth the Eaſt-point of the *Lizard*, and betwixt them lieth a Haven, called *Helford*, which is a Place little frequented by Ships.

At the South-ſide of the Haven lieth a ſteep Point, and on the North-ſide a low ſharp Point, and within the Haven on the South ſide ſtandeth a Gentleman's Houſe near the Water-ſide, and on the Hill ſtand ſome Trees; keep theſe in one, and run ſo in mid Channel into the Entry of the Haven.

On the North-ſide ſtand alſo 2 or 3 Trees; when theſe come a Ship's length to the Weſtward of a little Houſe that ſtandeth in a white ſandy Bay, there alſo you may ſail in amidſt the Channel, which is a ſhort Inlet; being come within, you may anchor in 6 or 7 Fathom. Upon the South-ſide ſtandeth alſo a ſpire Tower, and on the North-ſide a little Caſtle on the ſteep Land.

Lizard. Blackhead

The *Lizard* hath three Points, the Eaſtermoſt is called *Black Head*; from that to the ſecond, the Coaſt lieth S. W. by W. and about to the third, W. S. W. or W. by S. From the middle Point to Seaward, lie ſome Rocks a Cable's length and a half from the Shore, and are called the *Stags*.

Stags.

Manacles.

To the Northward of the Eaſtermoſt Point betwixt it and *Helford*, lie ſome Rocks a great league from the Land, called the *Manacles*, which are S. by E. from *Falmouth* Harbour, and E. N. E. from *Black Head*; many of them fall dry at low-water, and ſome at high-water are ſcarcely covered: Betwixt them and the Shore, it is very foul and rocky, ſo that you cannot run between them and the Shore without great danger.

When you are coming out of *Falmouth*, and bound to the Weſtward, you muſt not (with an Ebb) ſteer more Southerly than S. S. E. or S. E. by S. according as the Wind may be, to run clear of the *Manacles*.

Of the Setting of the Tides, and what Moon maketh High-water.

In *Dartmouth* and *Torbay*, a W. by S. Moon maketh high-water.

Thwart of the *Start*, in the Channel, a W. N. W. Moon.

From the *Start* to *Portland* in the midſt of the Channel, the Flood ſetteth E. N. E. and the Ebb W. S. W.

Thwart of *Dartmouth* by the Land, the Flood ſetteth N. E. by N. and the Ebb S. W. by S.

Thwart of *Torbay*, towards *Exmouth* in the Bay, the Flood ſetteth N. N. E. and the Ebb S. S. VV.

In *Plymouth* and *Foy*, a VV. by S. Moon maketh high-water.

Thwart of *Foy* in the Channel, an E. S. E. Moon.

To Seaward from *Falmouth*, an E. by S. but in *Falmouth* Haven, an E. by N. Moon.

At *Helford*, and at the *Lizard* by the Land, an E. S. E. Moon maketh high-water.

From the *Ramſhead* to the *Start*, by the Land within the *Eddyſtone*, the Flood runneth E. S. E. and the Ebb VV. N. VV.

From the *Dedman* to the *Ramſhead*, the Flood runneth E. N. E. and the Ebb VV. S. VV.

From the *Lizard* to the *Dedman*, N. E. and S. VV.

In the Channel betwixt the *Lizard* and the *Start*, thwart of *Foy*, the Flood runneth E. by N. and the Ebb VV. by S.

Of the Depths, and Nature of theſe Grounds.

The *Start* and the Land of *Dartmouth*, you may ſee them in 45 Fathom.

VVhen you have the high Land of *Plymouth* North from you, you may ſee it in 50 Fathom, it is high double Land, and ſheweth it ſelf in two Hills. That ſame high Land you may ſee it from thwart of *Foy*, until you come thwart of *Dartmouth*.

The *Deadman* you may ſee in 24 Fathom, off from the *Lizard* to the *Start*.

The *Lizard* you may ſee in 55 fathom VVater, there the Ground is white.

If you go from the *Lizard* Southerly, Eaſterly or VVeſterly, it's eaſy to be known: for if you go Southerly, you will deepen the water; if you go VVeſterly, you will keep ſandy Ground, ſtill having deeper water and finer Sand; if you go Eaſterly, you will have ſhoaler water, and groſſer Sand.

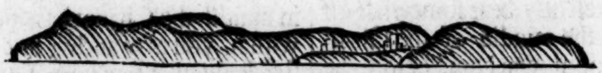
If you are thwart of the *Start* 3 Leagues from the Shore, you will have 35 fathom ſandy Ground, mixt with Dirt black like beaten Pepper.

The *Start* being N. VV. or thereabouts, and you ſailing E. N. E. or E. by N. you will have ſandy Ground, and ſhoaler VVater.

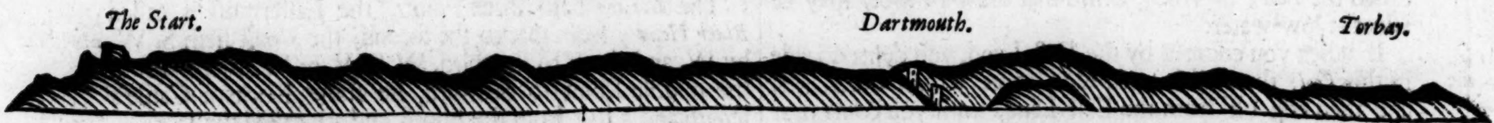
Courſes and Diſtances from one Place to another.

From *Portland* to *Exmouth*, W. N. VV.	13 leagues.
From *Exmouth* to *Torbay*, S. by W.	5 leagues.
From *Portland* to S. *Paul de Lion* in *France*, S.W. by S.	40 leag.
From *Portland* to *Uſhant*, S. W.	53 leagues.
From *Torbay* to *Dartmouth*, S.W. ſomewhat Southerly,	3 leag.
From *Dartmouth* to the *Start*, S. W.	3 leagues.
From *Portland* to *Torbay*, Weſt,	13 or 14 leagues.
From *Portland* to *Dartmouth*, VV. by S.	16 leagues.
From *Portland* to the *Start*, VV. S. VV. ſomewhat VVeſterly,	19 leagues.
From the *Start* to the *Caskets*, E. S. E.	20 leagues.
From the *Start* to the 7 Iſles, S. by E.	24 leagues.
From the *Start* to St. *Paul de Lion*, S. by VV.	27 leagues.
From the *Start* to *Ramſhead*, W. N. W.	8 leagues.
From *Ramſhead* to *Looe*-Iſland, VV. by S.	3 leagues.
From *Looe*-Iſland to *Foy*, VV. by N.	2 leagues.
From *Foy* to the *Dedman*, S. VV. by VV.	4 leagues.
From the *Dedman* to *Falmouth*, W. by S.	3 leagues.
From *Falmouth* to the *Lizard*, S. by VV.	4 leagues.
From the *Start* to the *Eddyſtone*, VVeſt, half Northerly,	7 or 8 leagues.
From the *Eddyſtone* to *Ramſhead*, North, a little Weſterly,	2 leagues.
From *Ramſhead* to the *Dedman*, W.S.W. a little weſterly,	9 leag.
From the *Dedman* to the *Lizard*, S. W.	5 or 6 leagues.
From the *Start* to the *Lizard*, W. by S.	20 or 21 leagues.
From the *Lizard* to *Garnſey*, E. by S.	37 leagues.
From the *Lizard* to the 7 Iſlands, S. E.	31 leagues.
From the *Lizard* to *Uſhant*, South,	29 leagues.

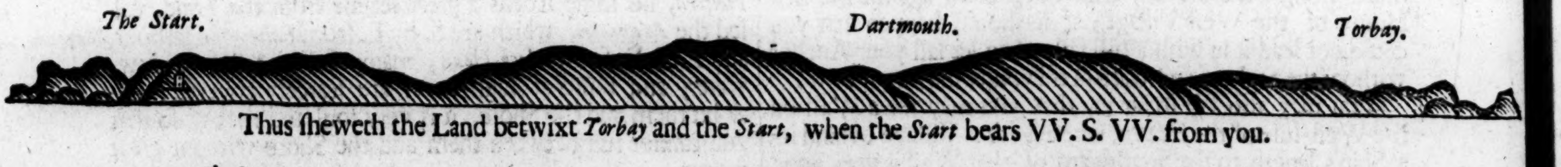
How theſe Lands appear at Sea.



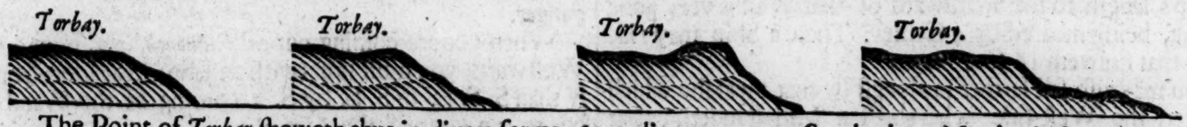
The Land betwixt *Torbay* and the *Start*, ſheweth thus.



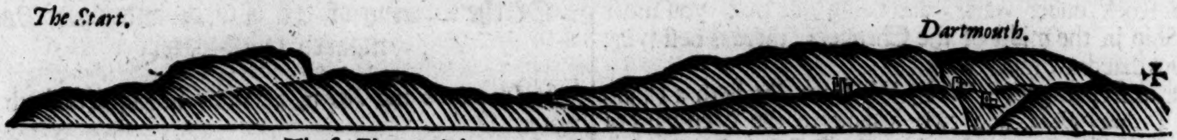
Thus ſheweth the Land betwixt *Torbay* and the *Start*, when the *Start* bears S. W. by VV. from you.



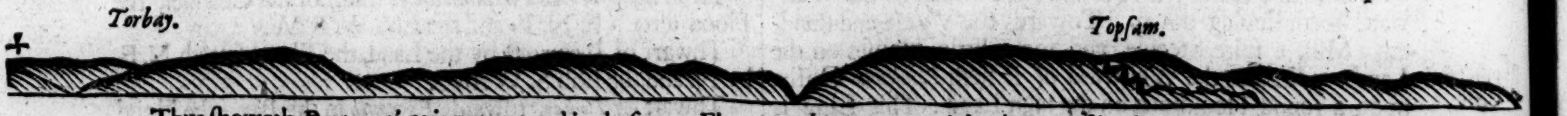
Thus ſheweth the Land betwixt *Torbay* and the *Start*, when the *Start* bears VV. S. VV. from you.



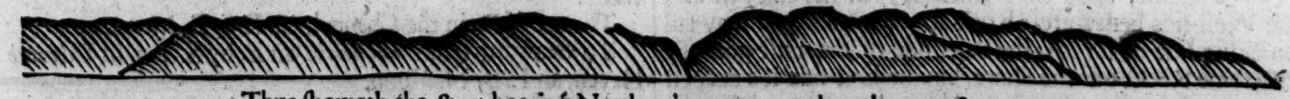
The Point of *Torbay* ſheweth thus in divers forms, according as you are Southerly or Northerly from it.



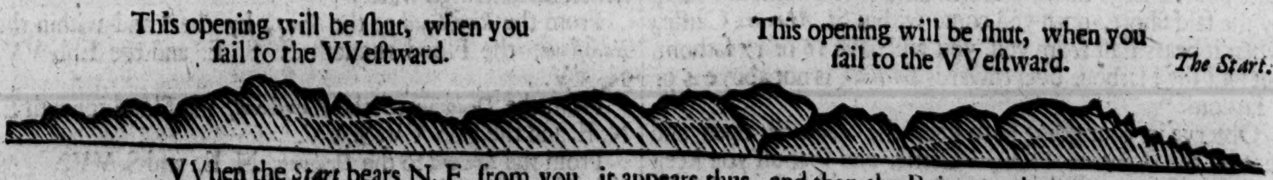
Theſe Figures join one to the other, at the two Croſſes.



Thus ſheweth *Dartmouth* as is pourtrayed in theſe two Figures, when you are right thwart of it a league or two from the Land, with the Land on both ſides of it, as well towards the *Start* as *Torbay*, and to the Northward of it.

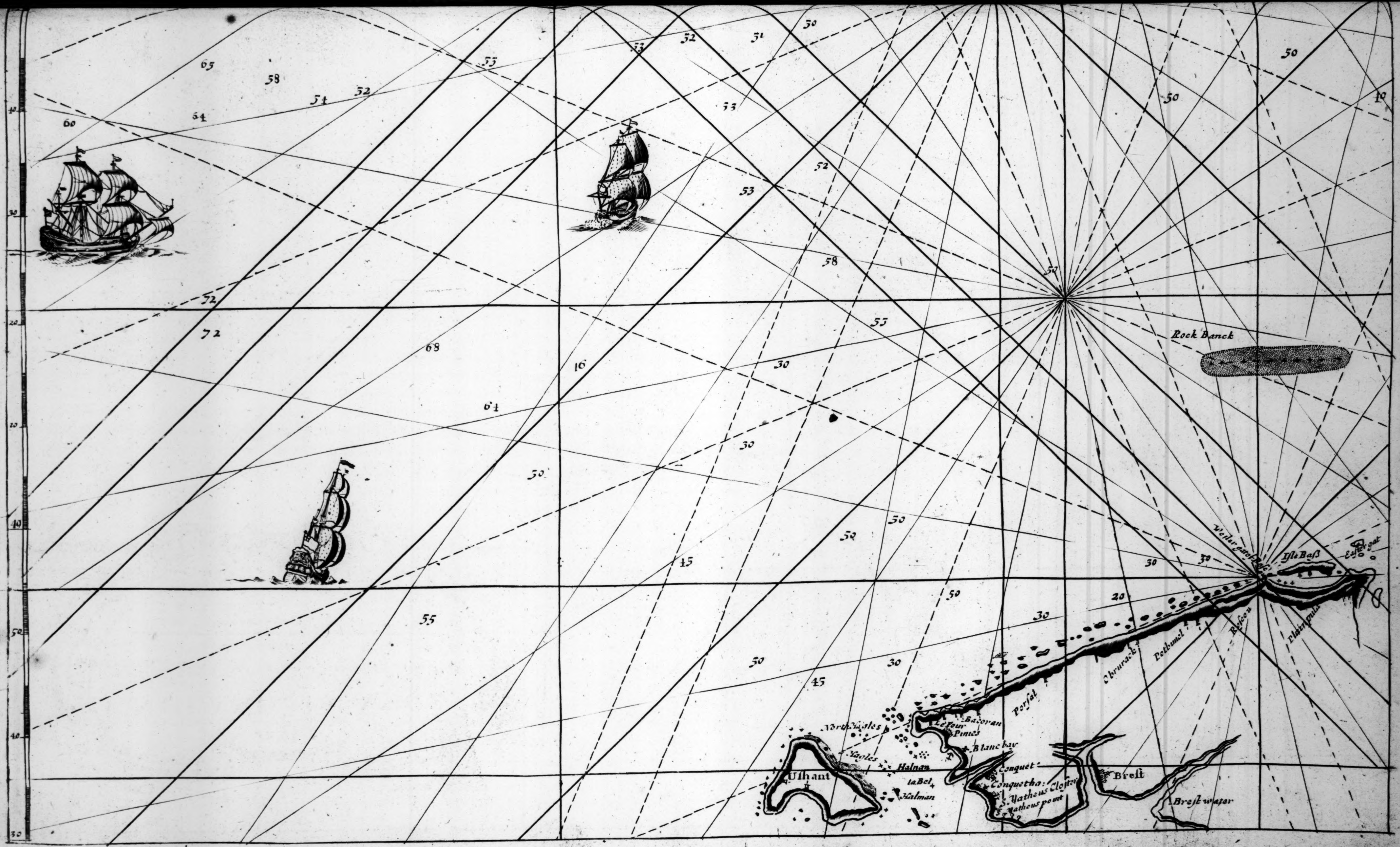


Thus ſheweth the *Start* bearing North, about two or three leagues from you.


This opening will be ſhut, when you ſail to the VVeſtward.
This opening will be ſhut, when you ſail to the VVeſtward.
The Start.

VVhen the *Start* bears N. E. from you, it appears thus, and then the Point goeth down.

The


Rock Banck
Isle Baß
Eſter gat
Weſter gat of Raſe
Raſcon
Plaatngula
Potbumel
Obrurack
Porſal
Bacoran
Le Four
Pinnes
Blanc bay
Conquet
Conquetha:
S. Matheus Cloſter
Matheus point
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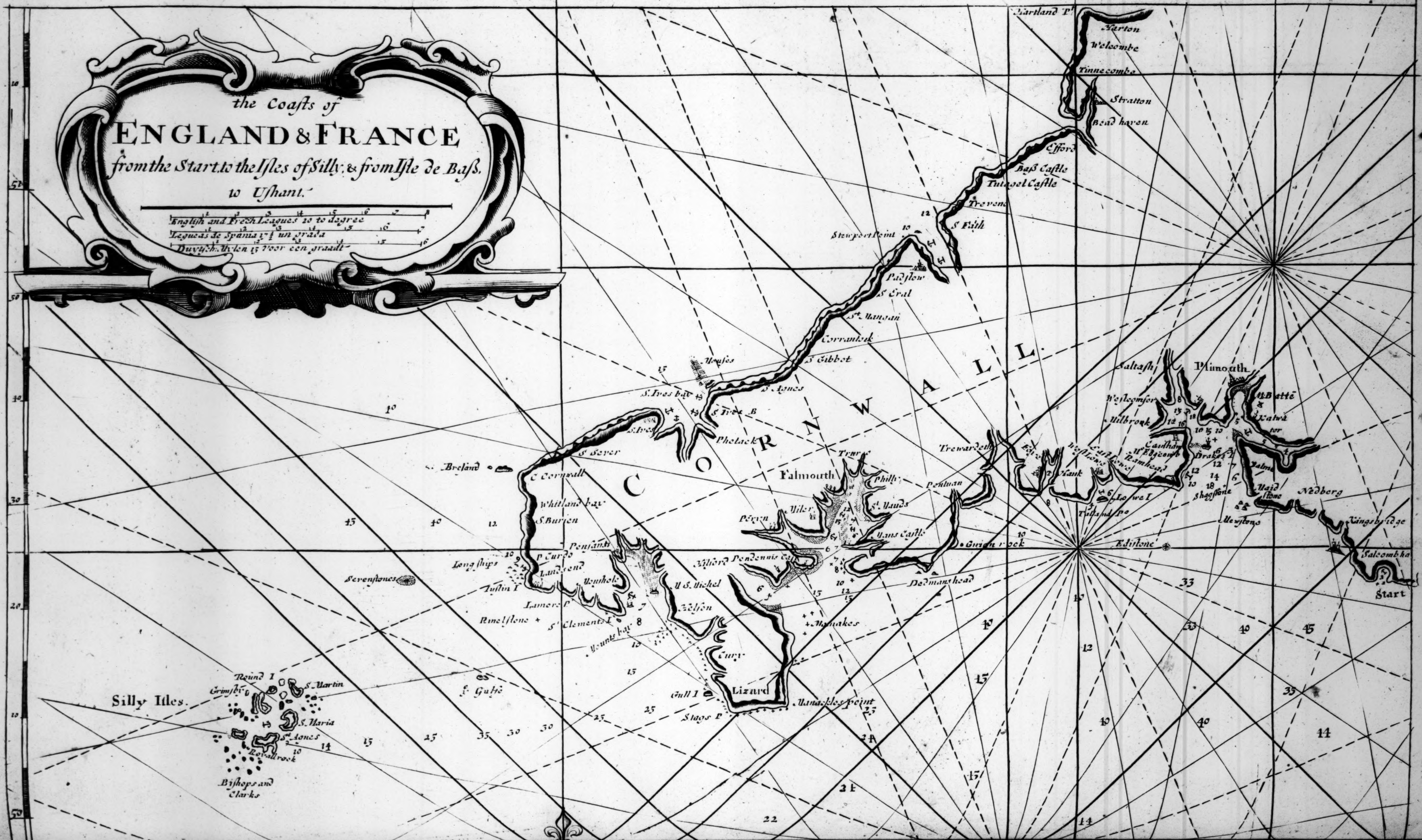
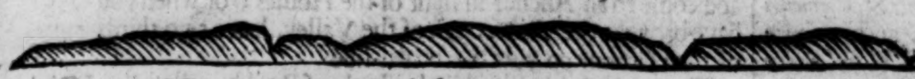
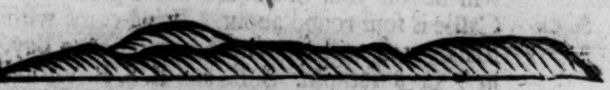

the Coaſts of
ENGLAND & FRANCE
from the Start, to the Iſles of Silly; & from Iſle de Baſs.
to Uſhant.
English and Frech Leagues 20 to degree
Leguas de Spania 17½ un grada
Duytsche Mylen 15 voor een graadt
CORNWALL.
Hartland Pt
Harton
Welcombe
Tinnecombe
Stratton
Bead haven
Efford
Baſs Caſtle
Tintagel Caſtle
Trevene
S Fath
Stewport Point
Padſtow
S Eral
St Mangan
Corrantok
S Gibbot
S Agnes
Mouſes
S. Ives bay
S. Ives B
S. Ives
Phelack
S Sever
C Cornwall
Breland
Whitland bay
S. Burien
P Curdo
Landsend
Longships
Auſtin I
Penſanſe
Mouſhole
Lamore P
Rinelſtone
St Clements I
Mounts bay
M S. Michel
Helſon
Cury
Lizard
Gull I
Stags P
Manackles point
Manakes
Milford
Pendennis Caſtle
Peryn
Miler
Falmouth
Truro
Philly
St Mauds
Mans Caſtle
Penluan
Dedmans head
Guiron rock
Trewardeth
Eſt
Hank
West Lowe
East Lowe
Lowe I
Talland Po
Ramhead
Mt Edgcomb
Caustham
Milbrook
Weſtcomfor
Saltaſh
Plimouth
Drakes I
Shagſtone
Mewſtone
Ediſtone
Mt Batte
Katwa tor
Yalme
Maid ſtone
Nedberg
Kingsbridge
Salcomb ha
Start
Sevenſtones
S Gulfe
Silly Iſles.
Round I
Grimsby
S. Martin
S. Maria
St Agnes
Royall rock
Biſhops and Clarks

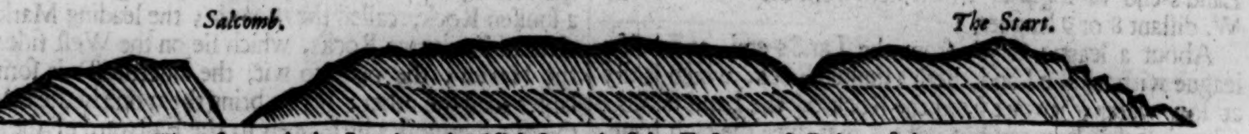
BRITISH MUSEUM



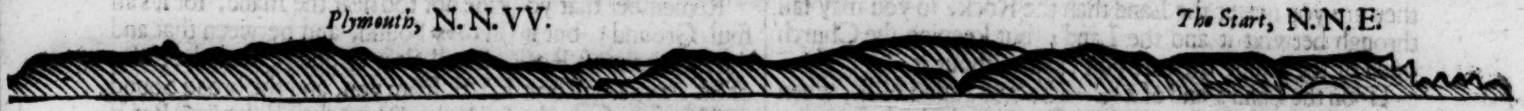
The *Start* bearing North ſeven leagues from you, ſheweth thus.



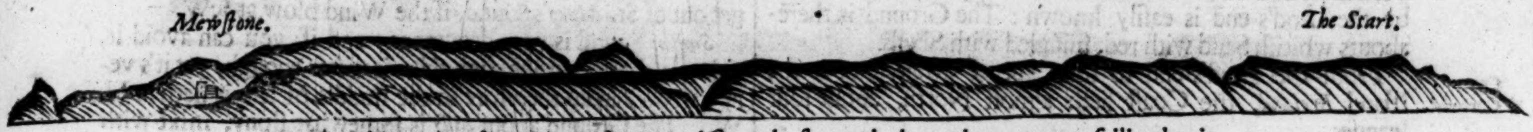
Thus ſheweth the high Land to the Eaſtward of *Plymouth.*



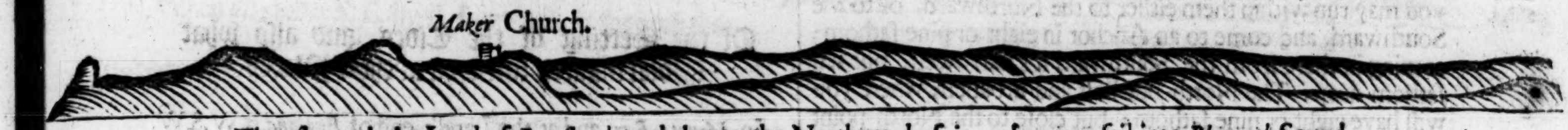
Thus ſheweth the Land to the VVeſtward of the Eaſtermoſt Point of the *Start,* towards *Salcomb,* when you ſail by it.


Plymouth, N. N. VV.
The Start, N. N. E.

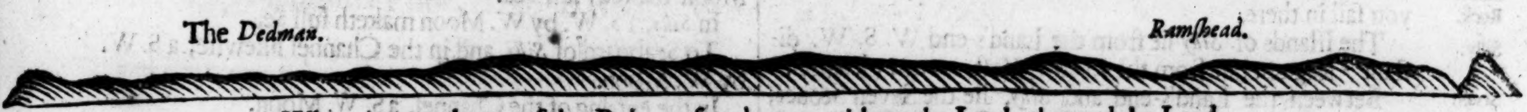
Thus ſheweth the Land of the *Start,* and alongſt to the VVeſtward of *Plymouth,* when the *Start* bears N. N. E. two leagues from you, and *Plymouth* Sound N. N. VV. five or ſix leagues from you.



The Land betwixt the *Start* and *Plymouth* Sound, ſheweth thus when you are ſailing by it.

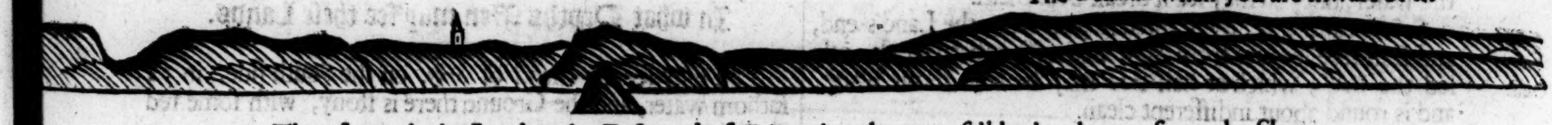

Maker Church.

Thus ſheweth the Land of *Ramſhead,* and that to the Northward of it, when you ſail into *Plymouth* Sound.

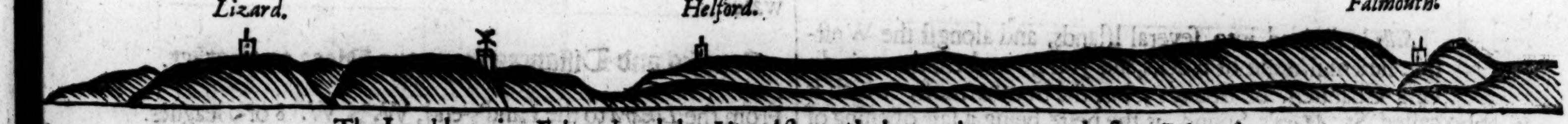


When you are thwart of the *Dedman,* four leagues without the Land, that and the Land to the Eaſtward of it unto *Ramſhead,* ſheweth it ſelf in this manner.

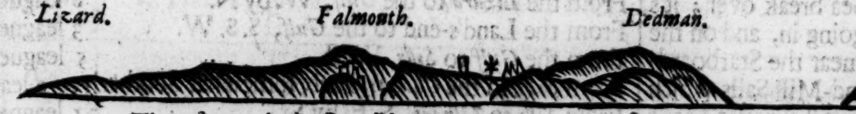
The *Dedman* when you are thwart of it.



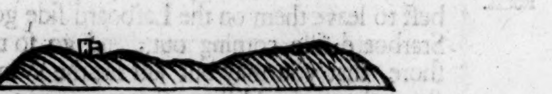
Thus ſheweth the Land to the Eaſtward of *Falmouth,* when you ſail by it a league from the Shore.



The Land betwixt *Falmouth* and the *Lizard* ſheweth thus, when you are before *Falmouth.*



Thus ſheweth the Land between the *Dedman* and the *Lizard.*



Thus ſheweth the *Lizard,* when you ſail by it.

CHAP. XV.

Being a Deſcription of the Coaſt of England, *from the* Lizard *to the Iſlands of* Silly.

IF you come out of *Falmouth,* bound to the Weſtward, as into *Mounts-Bay,* with an Eaſterly Wind, be not too covetous of keeping too near the *Lizard,* eſpecially at the *Manacles,* for there are ſunken Rocks without the *Manacles*; to avoid which, upon the Land, ſhort of it, you will ſee a ſpire Steeple, called St. *Leveron*; be ſure therefore to keep ſo far off the Shore, that you may ſee all the Spire of the ſaid Steeple above the Land, and ſo you will go without them clear of danger, until you come to the *Lizard* Point, from whence there lieth a Ledg of Rocks, which appear dry at low-water.

Mounts-Bay.

About four leagues N. W. from the *Lizard* lieth a great Bay, called *Mounts-Bay*; on the Eaſt-ſide of which is a high Iſland, whereon ſtandeth a Caſtle called St. *Michael's* Mount-Fort; at the Eaſtward of which Bay from the Land, lieth a great Range of Rocks, a league into the Sea; whereof you muſt take heed in dark Weather. From thence to the Southward, towards the *Lizard,* the Coaſt is full of Rocks, but they lie not far from the Shore.

To ſail into *Mounts-Bay,* coming from the Land's-end, or the *Lizard,* the Ground is clear all over, fine Sand, until you come within a mile of the Shore, between 20 and 23 fathom.

Ganvas Lake.

To ride at an Anchor in *Ganvas* Lake, you muſt be ſo far to the Weſtward, that St. *Paul's* Steeple may bear W. N. W. from you; but if you be far to the Eaſtward, that the ſaid Church bear N. W. by N. ſomewhat weſterly from you, then you have no clear Ground. Being near the Weſt-Land, run in by St. *Clements* Iſland, (which lieth before the Town of *Houſe-Hole*) for it is very clean Ground, then the Caſtle

St. Clements Iſle.

will be on your Starboard-ſide a great way diſtant, which Caſtle is foul round about. Being come within St. *Clemenes* Iſland, you will ſee within a great Sandy Bay, anchor there in 7 or 8 fathom. S. E. and E. S. E. VVinds blow there right in, but in all other VVinds you lie Landlockt.

Lands-end

Four leagues to the VVeſtward of *Mounts-Bay* lieth the Land's-end of *England*, which lieth from the *Lizard* W. N. W. diſtant 8 or 9 leagues.

Sunken Rock.

About a league S. W. from the Land's-end, and half a league without the Land, lieth a ſunken Rock, which is dry at low-water; thwart from the Rock on the Land ſtands a Church, when you can but juſt ſee that over the high Land, then are you thwart of the foreſaid Rock; but when the Church is hidden behind the Land that you cannot ſee it, then are you nearer the Land than the Rock, ſo you may ſail through betwixt it and the Land; but keeping the Church open of the Land, then are you clear without it.

Upon the Land's-end of *England* lie two round Hills, when you get ſight of them you ſhall ſee upon the higheſt a ſpire Steeple; coming ſomewhat nearer, you ſhall ſee upon the outermoſt end on the low Land another ſpire Steeple, thereby the Land's-end is eaſily known: The Ground is thereabouts whitiſh Sand with red, mingled with Shells.

Cape Cornwal.

From the Land's-end to the Cape of *Cornwal*, or to the Iſland *Breland*, the Coaſt lieth almoſt North, about four leagues.

Long-Ships.

At the Land's-end lie ſome Rocks, called the *Long-Ships*; you may run within them either to the Northward, or to the Southward, and come to an Anchor in eight or nine fathom; coming in there from the Southward it's narroweſt, but ten fathom deep: The North-ſide beſt and broadeſt, where you will have eight or nine fathom; but cloſe to the North-point of the Land lieth a ſunken Rock, which you muſt ſhun when you ſail in there.

Sunken Rock.

Silly.

The Iſlands of *Silly* lie from the Land's-end W. S. W. diſtant 7 leagues, but from the *Lizard* Weſt, 14 or 15 leagues.

Seven Stones.

Between the Land's-end and *Silly*, lie the Seven Stones, Weſt, and W. by S. almoſt five leagues from the Land's-end, and N. E. by E. and E. N. E. almoſt three leagues from *Silly*. The Seven Stones are a Range of Rocks that appear not above the water, but you may ſee it break over them.

Gulf.

S. S. W. and S. W. by S. three leagues from the Land's-end, and Eaſt five leagues from *Silly*, lieth alſo a ſharp Rock, called the *Gulf*; which at half-tide may be ſeen above water, and is round about indifferent clean.

Directions to ſail into Silly.

St. Mary's Sound.
Sunken Rocks.

Silly is divided into ſeveral Iſlands, and alongſt the Weſt-ſide lie a multitude of Rocks, and you go in there through divers Channels, or Sounds; but the Southermoſt, which is called St. *Mary*'s Sound, is the beſt; being a fair opening of a Channel, but near about the middle lie two ſunken Rocks, which in foul Weather you may ſee the Sea break over; it's beſt to leave them on the Larboard-ſide going in, and on the Starboard-ſide coming out; and go ſo near the Starboard-ſhore, that you may but juſt ſee the Wind-Mill-Sails which ſtandeth on the Hill, or that you may almoſt throw a Stone aſhore: And when you come within the Point luff up round, and come to an Anchor in ſight of the Houſes; or when you have brought the Town open of the Valley, leave two thirds of the Harbour on your Larboard-ſide.

Bartholomew Ledg.

The Woolman.

Thwart of *Smiths* Iſland lieth a Ledg of Rocks, called *Bartholomew-Ledg*; when you come to the Block-houſe, that ſtandeth by the Water-ſide, a Cable's length off Shore lieth a ſunken Rock, called the *Woolman*; the leading Mark to go clear of it, are two Rocks, which lie on the Weſt ſide within the Haven; the one (to wit, the innermoſt) is ſomewhat larger than the other: If you bring them one in the other, or the Northermoſt a little open to the Eaſtward of the other, ſo that you may ſee between them, keeping them ſo, ſail right in, then you need not fear the *Woolman*.

Remember that you ride not too near the Iſland, for it's all foul Ground; but up in *Crow* Sound, and between that and the Northermoſt Rock, it's all clear Ground; then the Point of St. *Mary*'s will bear E.S.E. from you, and the broad Sound will be open from the S. W. by W. to the W. by S. But if you will ride near the North Rock, you will have it but two Points open, and St. *Mary*'s Sound ſhut. But then you cannot get out of St. *Mary*'s Sound, if the Wind blow at S.W.

Smiths Sound is very dangerous; and if you can avoid it, ride not there; and though there is water enough, yet it's very narrow, keep therefore in the middle of it; it lieth in N. W. The Ground about *Silly* is ſomewhat ſtony, mixt with ſome red Shells.

Of the Setting of the Tides, and alſo what Moon maketh full Sea in theſe Places.

In *Mounts-Bay*, and at the Land's-end of *England*, a W.S.W. Moon maketh full Sea.

In *Silly*, a S. W. by W. Moon maketh full Sea.

To Seaboard of *Silly*, and in the Channel likewiſe, a S. W. by W. Moon.

In the entring of the Channel, a S. W. Moon.

From *Silly* to the *Lizard*, the Flood ſetteth N. E. and the Ebb S. W.

In what Depths Men may ſee theſe Lands.

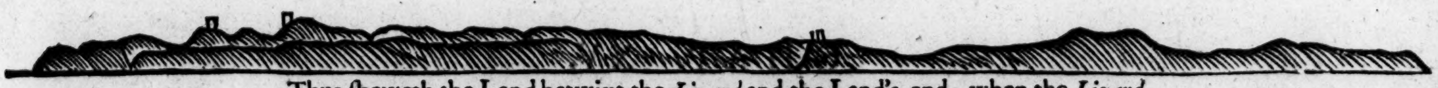
You may ſee the Iſland of *Silly*, on the South-ſide, in 52 fathom water, and the Ground there is ſtony, with ſome red Shells.

The Land's-end of *England* may alſo be ſeen in 52 fathom water.

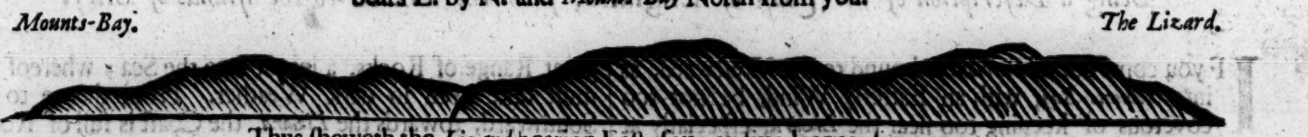
Courſes and Diſtances from one Place to another.

From the *Lizard* to the Land's-end, W. N. W.	8 or 9 leagues.
From the Land's-end to *Silly*, W. S. W.	8 leagues.
From the *Lizard* to the *Gulf*, W. by N.	8 leagues.
From the Land's-end to the *Gulf*, S. S. W.	3 leagues.
From the *Gulf* to *Silly*, Weſt,	5 leagues.
From *Silly* to the *Caskets*, Eaſt, ſomewhat Southerly,	56 leag.
From *Silly* to *Uſhant*, S. E. by S.	37 leagues.

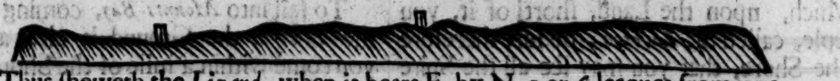
How theſe Lands appear at Sea.



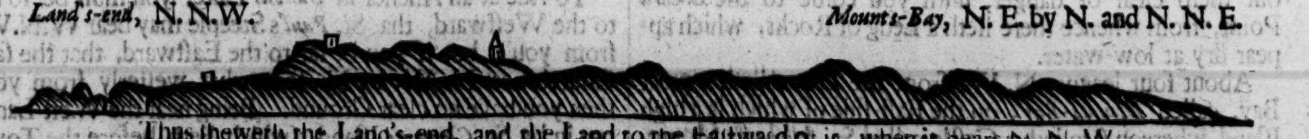
Thus ſheweth the Land betwixt the *Lizard* and the Land's-end, when the *Lizard* bears E. by N. and *Mounts-Bay* North from you.


Mounts-Bay.
The Lizard.

Thus ſheweth the *Lizard* bearing Eaſt, four or five leagues from you.

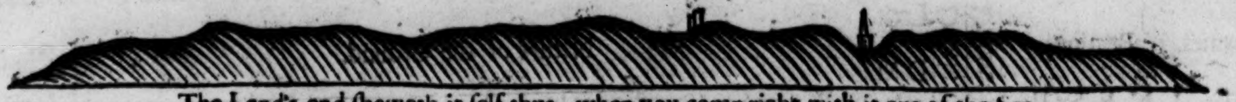


Thus ſheweth the *Lizard*, when it bears E. by N. 5 or 6 leagues from you.

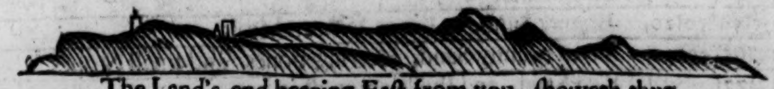

Land's-end, N. N.W.
Mounts-Bay, N. E. by N. and N. N. E.

Thus ſheweth the Land's-end, and the Land to the Eaſtward of it, when it bears N. N. W. and *Mounts-Bay* N. E. by N. and N. N. E. about a league from the Land.

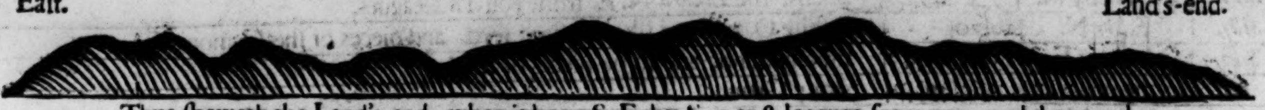
The



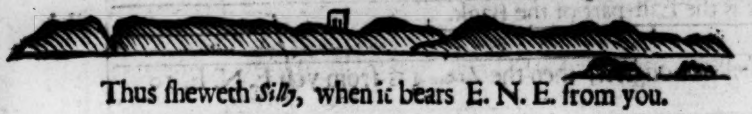
The Land's-end ſheweth it ſelf thus, when you come right with it out of the Sea.



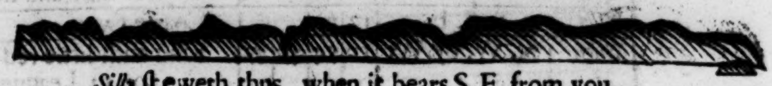
The Land's-end bearing Eaſt from you, ſheweth thus.



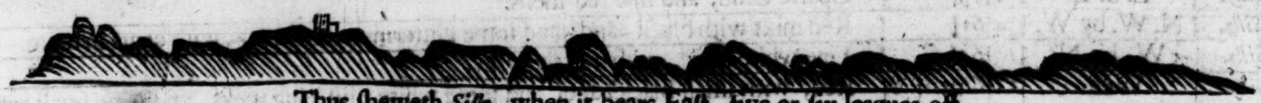
Thus ſheweth the Land's-end, when it bears S. E. by S. 7 or 8 leagues from you, and the round Hill to the Northward of it Eaſt, then may you ſee the low Land betwixt them both.



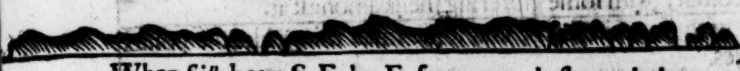
Thus ſheweth *Silly*, when it bears E. N. E. from you.



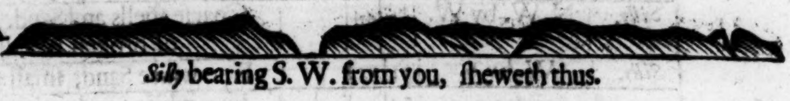
Silly ſheweth thus, when it bears S. E. from you.



Thus ſheweth *Silly*, when it bears Eaſt, five or ſix leagues off.



When *Silly* bears S. E. by E. from you, it ſheweth thus.



Silly bearing S. W. from you, ſheweth thus.

If you are bound for the Coaſt of Ireland, *or up* St. George's *Channel, or to the Southward, ſee the* Engliſh Pilot, Second Book, *where it is largely deſcribed.*

CHAP. XVI.

Containing a Deſcription of the Depths, and many ſorts of Grounds, before, and in the Channel, between Silly *and* Uſhant, *and thereabouts, digeſted into a Tabular form.*

Names.	Bearings.	Diſtan.	Depth.	Latit.		Nature of the Ground.
				D.	M.	
Silly.	N.	10 or 12	65			Broken ſhells, with red and white Sand.
Silly.	E. N. E.	7	60	50	02	Some black Sand.
Silly.	E. N. E.	16 or 20	80			A kind of Rocky Ground.
Silly.	E. by N.	14 or 16	72			A Peppery Sand, with yellow Sand amongſt it.
Silly.	E. by N.	5 or 6	72			Oazy like to Muſtard-ſeed, with broken ſhells amongſt it.
Silly.	E. N. E.	8	60	50	01	Black Sand.
Silly.	North.	10 or 12	65			Small ſhells, white and red Sand amongſt it.
Silly.	E. N. E.	7	60	50	00	Small Sand.
Silly.	N. E. by E.	20 or 22	35			Sand and Owſy together.
Silly.	N. E. by E.	10	55	49	51	Small white and red Sand, with ſhells like Nits amongſt it.
Silly.	N. E. by N.	10	57	49	42	Small red Sand.
Silly.	E. by N.	14 or 16	72			Sand ſomewhat Peppery, black and yellow.
Silly.	N. E. by E.	50	100	48	44	White Sand, with Owſe and Nits amongſt it.
Silly.	N. W.	4 or 5	50			Branny Sand, and black Sand amongſt it as it were Nits, and many black and broken ſhells.
Silly.	E. by S.	8	58	51	11	Oazy Sand, and ſome (at St. *James*) ſhells amongſt it.
Silly.	S. S. E.	5	45	50	21	White Sand, and ſhells amongſt it.
Silly.	E. by N.	25	72	49	50	Stones black, white and red, with Owze amongſt it.

Names.	Bearings.	Diſtan.	Depth.	Latit.		Nature of the Ground.
				D.	M.	
Silly.	N. E. by E.	25	64	49	10	Branny Sand and ſhells white and red, like grains of Meal.
Silly.	N. E. by E.	6	48			Black Sand.
Silly.	South.	5	50	50	20	Branny Sand, as big as Wheat-Meal.
Silly.	N. E.	10	65	49	40	Small branny Sand, Herring-bones, and ſmall Stones.
Silly.	N. N. W.	33	77			Red Sand, and ſhells amongſt it.
Silly.	N. W. by N.	7	54	49	40	Shells, the *Lizard* N. E. from you 18 Leagues.
Silly.	E. by N.	20	70			White Oazy Sand like Muſtard ſeed, and pieces of ſhells amongſt it.
Silly.	N. E. by E.	13	65	49	43	Branny Sand, and ſome pieces of ſhells.
Silly.	N. W.	7	60	49	47	Stony Ground.
Silly.	E. by N.	84	97			Fine white Sand.
Silly.	N. N. E.	100	102			White Sand, and then you are entring upon the Bank.
Silly.	North.	10	65			White Sand, and that is the Eaſt-part of the Bank.
Silly.	S. S. E.	12	60			Coarſe Oazy.
Silly.	N. W. by W.	10	54	49	47	Sand with little red ſhells amongſt it, then the *Lizard* is from you E. N. E. 10 or 12 Leagues.
Silly.	E. S. E.	6	53			Coarſe Sand, and fine red ſhells.
Silly.	N. W. by W.	4	61			Red mixt with black Sand, and ſome gliſtering white ſhells, with dents in them.
Silly.	W. by N.	13	63½			Fine white Sand, with a little Oazy.
Silly.	Weſt.	21	66	50	8	Red, with ſmall black Sand, and ſome white gliſtering ſhells, and ſome ſmall red ſhells amongſt it.
Silly.	W. half S.	29	68	50	00	Fine Sand of an Oazy colour, with ſome gliſtering ſhells amongſt it.
Silly.	N. W. by W.	2½	44			Coarſe ſhells and Sand, with fine thin ſhells, and ſome ſmall things like the points of broken Needles.
Silly.	W. by S.	32	75			Fine white Sand, ſmall gliſtering ſhells, and ſome ſmall peppery Sand.
Silly.	W. S. W. ½ W.	34 or 35	81	49	40	Fine white Sand, with ſome long, ſlender, white, gliſtering ſhells, and ſome peppery Sand amongſt it.
Silly.	Eaſt.	12 or 13	60			Gray Oazy, mingled with ſmall black Sand, with pieces of thin white ſhells.
Silly.	Eaſt.	7				Oazy ground with gray Sand.
Seams.	N. E.	12	68	47	50	Branny Sand, with ſome white ſtones as big as Almonds, and other ſmall Gravelſtones, and broken ſhells.
Seams.	N. N. W.	4	40	48	28	Like as before.
Seams.	E. by N.	12	100	48	30	Branny Sand, with ſtones as big as Peaſe, and little ſhells amongſt it.
Seams.	N. E. by E.	7	63	48	15	Branny Sand, and many ſmall ſhells like Wheat, and ſmall Mace.
Seams.	E. by N.	25	100	48	36	Red Sand, broken ſhells, and black ſtones.
Seams.	North.	18	90	48	00	Red Sand, and black ſtones like Salt ſtones.
Seams.	N. E. by N.	7	42	48	18	Cockle ſhells.
Seams.	N. E. by N.	7	72			The Ground pale, white coarſe Sand like ſmall fretted ſtones, with little pieces of Queen-ſhells, and little gray flat ſtones, and white gliſtering things like Needles.
Seams.	N. E.	2	52			The Ground white, yellow, rough, and longiſh Sand, with a little ſmall reddiſh Sand, and white gliſtering points of Needles.
Seams.	E. S. E.		54			Red, yellow, white and black pieces, like parings of Cheeſe, mixt with a coarſe red Sand.
Seams.	E. by N.	8 or 9	65			The Ground is a whitiſh yellow, with a little red ſmall ſhelly Sand, with pieces of ſhells and Queens, with much white and yellow longiſh Sand, and ſmall white things like points of Needles.
Uſhant.	Eaſt.	18 or 20	70	49	00	Branny Sand, and ſome few ſmall ſhells amongſt it.
Uſhant.	S. E. by E.	20	72	49	15	Great ſtones like Beans and Peaſe, gray, making great dents in the Tallow.
Uſhant.	Eaſt.	6	65	48	00	Red Sand, ſhells and ſtones, and things like points of Needles.
Uſhant.	Eaſt.	15 or 16	70	49	15	Fine white Sand.
Uſhant.	Eaſt.	18 or 20	72	49	15	Branny Sand, and ſome ſmall ſhells amongſt it.
Uſhant.	Eaſt.	4	82	49	15	Little ſtones like Grains black and red, with ſome little ſhells like pieces of Awl-points.
Uſhant.	N. E.	29	85	48	50	Great pieces of Cockle-ſhells, and little pieces amongſt it.
Uſhant.	Eaſt.	33	87	49	15	Dazling Sand, in likeneſs of Barley-ſtraw.
Uſhant.	E. S. E.	15	70	49	15	Great ſhells, gray and red, with pieces of broken Cockle-ſhells amongſt it.
Uſhant.	E. S. E.	12	68	49	20	White groſs Sand with ſhells and peppery Sand amongſt it.
Uſhant.	S. E. by S.	9	65	49	15	Sand, and ſome ſhells.
Uſhant.	N. E. by E.	7	68	48	36	Sand like Mace, or points of Feathers, ſome gray and ſome white.
Uſhant.	North.	5 or 6	63	48	36	Full of ſmall Mace-ſand.
Uſhant.	Eaſt.	4	6	49	10	Full of Mace-ſand, and broken ſhells.
Uſhant.	N. by E.	18	80	48	15	Round ſtones mingled with Scollop-ſhells.
Uſhant.	E. by N.	12	70	48	40	White ſhells.

Names.	Bearings.	Diſtan.	Depth.	Latit.		Nature of the Ground.
				D.	M.	
Vſhant.	E.S.E.	8	64 or 68	49	5	White ſhells, and little fine ſtones.
Vſhant.	E. N. E.	12 or 14	68	48	36	Small ſhells, and things like Herring-bones, and ſome black Mace-ſand amongſt it.
Vſhant.	N.E.	25	50 or 55	48	10	Sand, gray and brown, and ſome ſmall white ſhells with black ſtones amongſt it.
Vſhant.	S. E by E.	7	65	48	30	St. *James*'s ſhells.
Vſhant.	N. E. by E.	7 or 8	68	48	30	Mace-ſand, white and gray.
Vſhant.	E. by N.	25	85	48	30	White and gray Sand, with ſmall red ſtones, and hackt like teeth.
Vſhant.	E. by S.	4	63	48	56	Shells like Perwinkles.
Vſhant.	N. E.	7	70			Yellow coarſe Sand, with ſome pieces of Queen-ſhells, ſome pieces of white thin ſhells, and with ſome flat gray ragged ſtones.
Vſhant.	N.E.by E.	19 or 20	78 or 80			White and yellow coarſe Sand, with ſmall gliſtering Needle points, white pieces of Queen ſhells, gray and yellow flat ſtones, with little pieces of Oyſter-ſhells.
Vſhant.	E. by N.	21	68			The Ground is red, yellow, and black, mingled with a little white round ſmall Sand.
Vſhant.	E. by N.	24	80			Rough great Sand with many ſorts of ſhells, red, white, yellow, and gray, with pieces of Queen-ſhells.
Vſhant.	Eaſt.	16 or 17	75			The Ground is white and yellow coarſe Sand, with pieces of thin white ſhells, and gray pieces of Queen-ſhells, with ſmall white gliſtering things like Needles.
Vſhant.	E. by N.	48	95			The Ground red, yellow, and black Sand, with ſmall white round ſhelly Sand, and ſome little pieces of thin ſhells.
Vſhant.	E. by S.	27	95			The Ground is gray, red and yellow, mingled with ſmall black Sand.
Lizard.	N. E. by N.	27	80			The Ground is gray and red ſhelly Sand, with yellow and red pieces of ſhells.
Lizard.	N. N. E.	12 or 13	62			Ragged ſtones, gray, red and black, with red pieces of ſhells, and ſome gray crumpled little things like Needles.
Lizard.	N. by E.	9 or 10	60			Yellow pieces of ſhells, and gray pieces of ſoft flat ſtones, with ſome red pieces of ſhells without any Sand.
Lizard.	N. E. by E.		78	49	30	Gray, yellow, and red ſhelly Sand, with red, yellow, and blew pieces of ſhells.
Start.	N. E. by N.	15 or 16	57 or 58			All manner of pieces of ſhells, with a little yellow and white ſhelly Sand, and many ſorts of little ſtones, and little things like Maggots that are in Bacon.
Start.	N. N. E.	16	53			White reddiſh ſhelly Sand, with pieces of Queen-ſhells, with little ſtones red and gray.
Start.	N. E.	8	40			Gray, red, and ſhelly Sand.
Start.	N. N. E.	13 or 14	47			Pale muddy Sand, with many little ſtones.
Start.	N. N.W.		40			Red ſandy Clay, with dents on the Tallow.
Start.	N. E.	12 or 13	50			White, yellow, and ſmall ſhelly Sand, ſome pieces of white ſhells with little gliſtering things.

In fine, if you ſound much, you will have many and divers ſorts of Ground, and ſometimes great change in a little diſtance: And if in your Soundings you find white ſhells, with little things like Straws and Needles, it is certain that you are neareſt to *Vſhant*: But if you have Branny Ground, or black little Stones mingled with little white things, then are you neareſt to *Silly*.

If you ſound thwart of *Vſhant*, and find ſmall white Sand, little ſhells, and ſome ſmall things Oazy and white, *Vſhant* will then bear about N. E. from you.

If you find long ſmall little things like Needles, then doth *Vſhant* bear S. E. from you: But if you find great red Sand, you muſt ſtand to the Northward till you find white ſandy Ground, and long ſmall things; and then you may be certain that you are in the entrance of the Channel, and ſhot well in with the Sleeve.

Here we leave the South-Weſt Coaſt of England, *and proceed on with the Coaſt of* France *from* Calice *to* Uſhant.

CHAP. XVI.

The Deſcription of the Coaſt of Picardy *and* Caux, *from* Calice *to the River of* Roan.

Blackneſs. ABout a great league to the Weſtward of *Calice-Clift*, lieth *Blackneſs*, a foul out point; thwart of it lie many Rocks alongſt the Shore: From *Blackneſs* to the River of *Bullen* lieth the Coaſt S. by E. three leagues; a league to the Southward of the *Neſs*, the Land falleth in ſomewhat with a fair ſandy Bay. In this Bay lieth a Village; thwart of it in the ſandy Bay, is a very good Road for Eaſterly Winds, five, ſix, ten, and ſixteen fathom, according as you will lie from the Shore. For to anchor there, you muſt bring the Steeple of the Village over the midſt of the Houſes. This Place is called St. *John*'s Road. **St. John's Road.** A little to the Northward of the foreſaid Village, ſtands a Mill, with ſome Houſes; from thence to the Northwards you may not anchor, for there the Ground is foul and ſtony. To the Southward of the Road towards the River of *Bullen*, lie alſo ſome little Rocks alongſt the Coaſt, come not too near them.

Bullen alias Bulloign. The Old-Man. Sunken Rock. Upon the North-part of the River of *Bullen*, ſtandeth a high large Tower, called *la Tour d' Ordre*, and by Seamen the *Old Man*, a ſpecial Mark to know the River by. About a mile to the Northwards of this Tower, a little mile from the ſhore, lieth a little Sunken Rock under water, where a Hoy or Smack may not go over.

Bullen. Upon the South-point of the River of *Bullen*, ſtands a Stone-wall, and upon it a great Beacon, made of a Maſt; thwart of it from the South-point, lieth off a little Riff, or Shoal, that you muſt ſhun, and run cloſe aboard alongſt by the Head, which lieth at the North-point, and hath been there lately made: When you are come within this Head, you muſt preſently let fall your Anchor and ride there; it is a Tide-Haven, where you muſt go in at High-water, and at Low-water lie dry upon the Shindle. Before the River lieth a Bank, where they did uſe, coming from the Southwards, to run in over it in two fathom, and from the Northwards, in three fathom; but it is now to the Southwards deeper, by the ſcouring of the Water alongſt the foreſaid Head, which is made at the North-point.

Somme. From the *Old-Man*, or the River of *Bullen*, to *Somme*, the Courſe is South about eleven leagues; between them lie alſo two other Rivers, *Cauchy* and *Anty*; upon the firſt, lie *Eſtaples* and *Monſtruel*, there you muſt go in amid Channel, at High-water; within it falleth dry at Low-water.

To ſail into Somme. You may ſail into the *Somme*, through two Channels: From the Eaſt-point, called the *Eaſt down*, lieth off a Sand thwart before the Channel; to the Weſtward of that Riff, lieth alſo another great Bank, between goeth in the Eaſter-Channel. For to ſail in there, bring St. *Vallery* a Cable's length to the Weſtwards of the Weſt-point of the River, called the *Oordel*, and run in ſo until you come near the foreſaid Weſt-point; and from thence cloſe alongſt by it: Or as ſoon as you get again deeper water over the Bank, then up Eaſtward towards the Beacons. From the Point of the *Oordel*, lieth off to the Northwards a little Riff; upon the end of it lieth a Buoy, which you muſt leave on your Starboard-ſide, and run in cloſe about to the Northward of it. From the Point of the *Oordel* upwards, it is ſet all alongſt with Beacons; you muſt run alongſt cloſe by them, until you come within the Point of St. *Vallery*, where you muſt anchor, and lie every Tide dry; the Sands there within do ſhift ſo often, that they cannot be deſcribed.

To ſail into the Weſter-Channel. For to ſail into the Weſter-Channel, coming from the Eaſt or the North, you muſt run alongſt by the Banks in ſix or ſeven fathom water, and not nearer; they are ſo ſteep, that a Ship ſitting againſt them with her Bowes, at the Stern hath three fathom. Coming towards the Land at the end of the Banks, you ſhall find a Buoy; or elſe if you come from the Weſt, bring *Crotoy* a Cable's length within the *Oordel*, and ſo ſail right in, you ſhall find the foreſaid outermoſt Buoy. Beſides this, there lie three other Buoys, whereof that foreſaid Buoy on the Point of the *Oordel* is the fourth, and the innermoſt: You muſt leave them all on the Starboard-ſide towards the Land, and run in alongſt by them to the Northwards of them.

Theſe Channels and Sands there within (all until paſt St. *Vallery*) fall at Low-water dry, the Buoys alſo fall dry; at half-flood with an ordinary Tide, there is no more than two fathom water. It is not good to go in there, before that two third parts of the Flood be ſpent. With an ordinary Tide it floweth there five or ſix fathom, but with a Spring-Tide ſeven fathom. At High-water, and Spring-tides, you may ſail over all the Banks and Sands, with eight or ten foot water; five leagues upwards, lieth *Abbeville*.

Thwart off the *Somme* into the Sea, it is ſhoal water, five, ſix, ſeven, eight, nine, or ten fathom, three or four leagues off. He that cometh from the Weſt, and findeth himſelf in dark and miſty Weather to be in ſuch ſhoaling, may be aſſured not to be far from the *Somme*. From the *Old-Man* to *Diep*, the Courſe is S. S. W. 18 leagues; but from the *Somme* to *Diep*, S. W. half Weſt nine leagues. About half-way between the *Somme* and *Diep*, lieth the River of *Hen*: Within it on the North-ſide lieth *Treport*, being alſo a Tide-Haven, where you may go in at high-water, and at low-water lie dry. **Treport.**

Diep. At the Eaſt-ſide of the Haven of *Diep*, lieth a Vane of Rocks, and from it lieth a little Riff of Shindle towards the N. W. To the Southward of this Riff, goeth in the Channel, about S. E. and within it is a very narrow and a ſhort Inlet; there lie three Buoys in the midſt of the Channel, not above a Stone's caſt one from the other, you may run in on both ſides of them; coming to the end of the Buoys, you muſt keep the middle of the Channel, and run in between the Heads, until you come within the Town, and there make faſt with a Cable on the ſhore. You may ſail in there at half-flood, but not at half-ebb; at Low-water it falleth dry, but within at the Town, you may ride on float: At High-water there is three fathom, or at the higheſt not above three and a half fathom water; there are always Pilots ready to bring Ships in.

St. Vallery in Caux. From *Diep* to St. *Vallery* in *Caux*, it is S. W. by W. four leagues; this is alſo a Tide-Haven, where you muſt go in at High-water. It is a narrow Channel, where you go in between two Heads, there is neither Sand nor Bank before it that can hurt you: Being come in, you may let your Anchor fall, and make you faſt with a Cable on the ſhore. He that hath neither Cable nor Anchor, may (being come in) run his Ship on ſhore in the Shindle, and ſo ſave his Ship and Goods without damage.

Fecam. From St. *Vallery* to *Fecam*, it is W. S. W. five leagues, and it is a deep Tide-Haven at Low-water, little leſs than two fathom water. Near the Eaſt-ſide of the Haven's Mouth, lieth a Bank; you may with ſmall Ships ſail in through betwixt it and the Land, and ſo run in, ſounding and borrowing in eight or nine foot alongſt by the Eaſt-ſhore, which is flat. For to ſail in to the Weſtwards of this Bank, you muſt keep the Tower of *Fecam* without the Land, or without the Weſt-point of the Haven, and then it ſhall be S. S. E. from you: Run upon that Mark into the Haven, then the foreſaid Sand ſhall remain on the Larboard-ſide of you; at half-flood you ſhall have in the Haven's Mouth two fathom water; being come in before the Town, you may anchor there by the Weſtern ſhore in three fathom.

From *Fecam* to Cape *de Caux* (a little to the Eaſtward of *Struyſaert*) it is W. S. W. three little leagues: Without the Point of *Struyſaert*, lie two or three high ſharp Rocks; from Cape *de Caux*, or thence to *Seynhead*, it is South, and S. by W. two leagues and a half. **Struyſaert. Seynhead.**

About N.W. from *Seynhead*, lieth a Bank; upon which at Low-water, remaineth no more than two fathom and a half. When the Town of *New-Haven* cometh without *Seynhead*, then are you thwart of the Bank: For to avoid it, run in cloſe aboard the *Seynhead*, alongſt until you come within the firſt Mill, there let fall your Anchor in ſix fathom, and ſtay for a Pilot to bring you into the Haven.

To ſail into the River of Roan. For to ſail into the River of *Roan*, coming from the North or the Eaſt, you muſt run cloſe aboard the Land to the Northwards of the *Seynhead*, and alongſt by it ſo long, until the South-ſide of the River come unto the Point of *Seynhead*; then run in with it, until the Land to the Eaſtwards of *New-Haven* come without *New-Haven*, ſail then unto *New-Haven*; or elſe, if you will go without, about the Bank and the *Rettiers*, then edg over to the Weſtwards, ſo far from the Land, until the River opens: ſail then towards *Tochet*-point, and run in upon your Lead by it; there is at High-water three fathom, Rettiers.

fathom, and at low-water one fathom. The *Rettiers* is a ſtony Bank lying in the midſt of *Seyn*, lying up towards the Point of *Honſlear*; at low-water in ſome places dry, at half-Flood it is to the Southward three fathom, but to the Northwards two fathom deep. When the Land of *Caen* is without the Point of *Seynhead*, and you ſail South, then you run to the Weſtwards of it, or without it. Or elſe, if you keep *Struyſaert* a Handſpike's length without the Land of *Seynhead*, then you run alſo without it.

Haver de Grace, or New-Haven. Seyn.

At *Haver de Grace*, or *New-Haven*, you muſt go in at high-water, and within lie every Tide dry.

The River of *Seyn* muſt be ſailed into with the Tide when the beſt of the Flood is ſpent, then you muſt ſail alongſt by the Land upon your Lead, until you open the River; when the South-Caſtle of *New-Haven* cometh over the Eaſt-Head and the Mill, run in keeping them ſo, and you will go clear of the *Rettiers*, and can take no hurt of the Bank that lieth off *Seynhead*, and come to an Anchor half-ways betwixt the Caſtle and the *Seynhead*, and there ſtay for a Pilot: If there come none off, then ſail from thence right with the Caſtle that ſtandeth upon the Head; there it is deepeſt water.

To ſail from *New-Haven* upwards towards *Roan*, is not eaſy to be done without a Pilot; you muſt go with the Tide through the firſt Travaille, or Banks, which lie from *New-Haven* to *Honſlear* S. E. alongſt by the South-Land, and from thence alongſt to the North-ſide of the River to *Quillibeuf*; being come there, you are through the firſt Travaille. You muſt alſo be well adviſed, and take good heed, for the ſtrong Spring, by the *Normans* called *La Barre*, which every Tide cometh on ſo ſtrong with the Flood, that Anchors and Cables can hardly hold a Ship, for that and other Dangers. It is not convenient to ſail up the River without a Pilot.

Of the Tides, and Courſes of the Streams.

Before *Calice* and *Blackneſs*, the Flood ſetteth the firſt Quarter of the Flood to the Land, afterwards N. N. E.

Betwixt *Blackneſs* and *Bullen*, the Flood ſetteth N. and by E. by the Land, but in the *Offing* N.N. E. A S.S.E. Moon maketh there high-water.

Betwixt *Bullen*, *Diep*, and before the *Somme*, the Flood ſetteth the firſt Quarter to the Land, afterwards N. E. by E. and the Ebb S. W. by W.

Betwixt *Diep* and *Struyſaert*, in the Fair-way, the Flood ſetteth N. E. by E. and the Ebb S. W. by W.

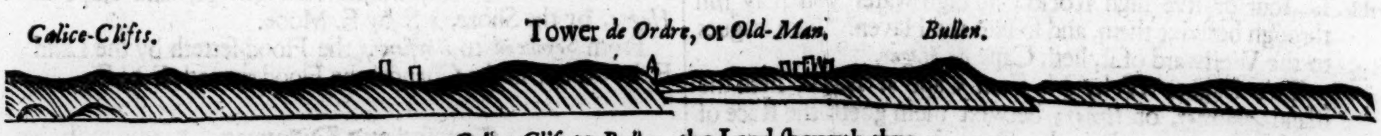
At *New-Haven*, and the River of *Roan*, a S. E. Moon maketh high-water.

From *Struyſaert* to *Caen* in the *Foſs*, the Flood ſetteth S. S. W. and the Ebb N. N. E.

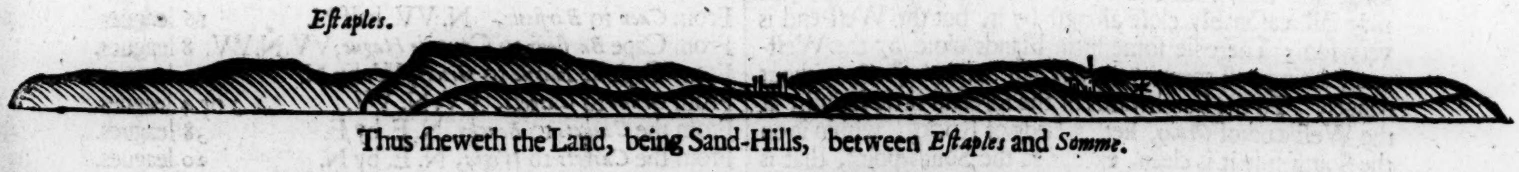
Courſes and Diſtances:

From *Calice* to *Blackneſs*, S. W. half W.	4 miles.
From *Blackneſs* to the *Old-Man*, S. by E.	3 leagues.
From *Blackneſs* to *Somme*, S. half E.	13 or 14 leagues.
From the *Somme* to *Treport*, S. W.	5 leagues.
From *Treport* to *Diep*, S. W. by W.	4 leagues.
From *Diep* to *Fecam*, W. S. W. half S.	9 leagues.
From *Fecam* to *Struyſaert*, S. W. by W. half W.	3 leagues.
From *Struyſaert* to *Seynhead*, S. by W.	2 leagues ½.
From *Seynhead* to *Caen* in the *Foſs*, S. W. by S.	7 or 8 leagues.
From *Blackneſs* to *Diep*, S. by W. a little Southerly,	21 leagues.
From *Blackneſs* to *Struyſaert*, or Cape *de Caux*, S. W. by S.	31 leagues.
From *Blackneſs* to the *Caskets*, VV. S. VV.	55 leagues.
From *Blackneſs* to the *Wight*, W. half S.	37 leagues.
From *Blackneſs* to *Beachy*, Weſt,	19 or 20 leagues.
From *Diep* to the *Wight*, W. N. W.	36 leagues.
From *Diep* to *Beachy*, N. W. by N.	24 leagues.
From *Diep* to *Dover*, North,	26 or 27 leagues.
From *Seynhead* to Cape *de Barfleur*, or the Point of *Sherburgh*, W. by N.	16 or 17 leagues.
From *Seynhead* to *Portland*, N. W. by W.	40 leagues.
From *Struyſaert* to the Eaſt-end of the *Wight*, N. W. half North,	29 leagues.
From *Struyſaert* to *Beachy*, North,	26 leagues.
From *Struyſaert* to *Fairlee*, N. half E.	29 leagues.
From *Struyſaert* to the South *Foreland*, N. N. E.	35 leagues.

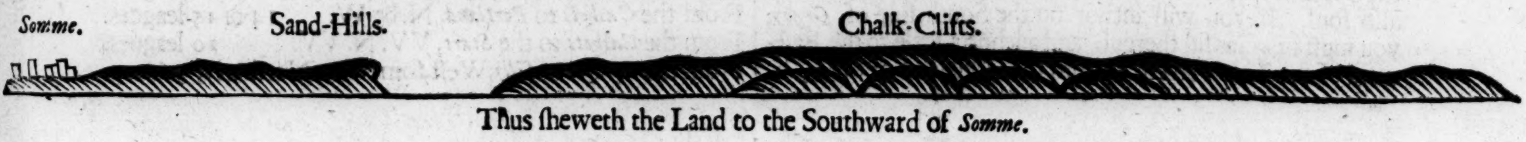
How theſe Lands appear at Sea.


Calice-Clifts.
Tower *de Ordre*, or *Old-Man.*
Bullen.

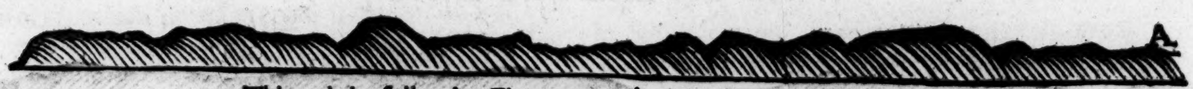
Calice-Clift to *Bullen*, the Land ſheweth thus.



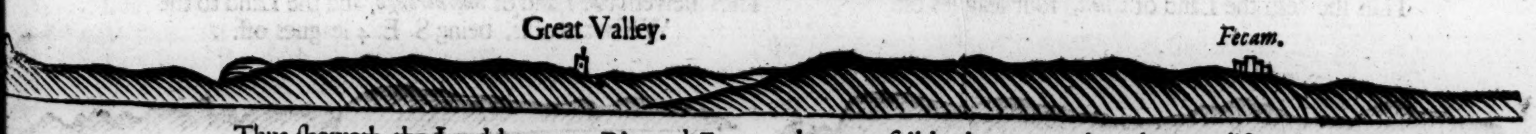
Thus ſheweth the Land, being Sand-Hills, between *Eſtaples* and *Somme*.


Somme.
Sand-Hills.
Chalk-Clifts.

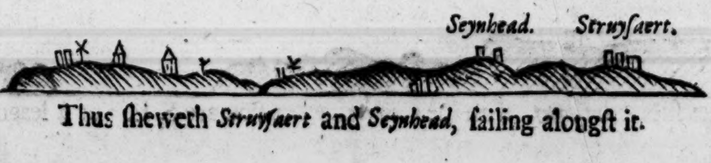
Thus ſheweth the Land to the Southward of *Somme*.



This and the following Figure are to be joined at the Letters A A.



Thus ſheweth the Land between *Diep* and *Fecam*, when you ſail by it, two or three leagues diſtance.



Thus ſheweth *Struyſaert* and *Seynhead*, ſailing alongſt it.

CHAP.

CHAP. XVII.

The Coaſt of Normandy, *from the River of* Roan, *unto Cape* de Hague *and the* Caſquets.

Tochet. **Foſs of Caen.**

TWo or three leagues to the Southward of the River of *Roan*, lieth a Tide-Haven, called *Tochet*; on the Weſt-ſide of the Entry ſtandeth a Beacon, by it you muſt go in, or you may ſound it in by the Eaſtern-ſhore. S. W. or S. W. by S. from the Point of *Seynhead*, about ſix or ſeven leagues off, lie many Banks a good way into the Sea; you may ſail on both ſides of them (as well to the Eaſtwards, as to the Weſtwards) into the *Foſs* of *Caen*, which lieth almoſt South, and is in a Bay. At the Weſt-ſide lieth a Shindle, where you may ride within it; it is wide and broad, and all ſandy Strand, the Eaſt-Land is Sand-Hills, and far off flat, having ſix and ſeven fathom water on it; there you may go in with Soundings.

Cape de Barfleur. **St. Marques.**

From *Seynhead* to Cape *de Barfleur*, the Courſe is W. by N. 16 or 17 leagues. About three leagues to the Eaſtward of it, lie the Iſlands of St. *Marques*; you may ſail round about them, but it is not there very clean.

La Honge.

A league to the Weſtwards of the Iſlands of St. *Marques*, lieth *La Honge*, a flat Tower; to the Weſtwards of it lieth the Point of *Barfleur*. Betwixt both is a great Bay, where you may lie in ſix or ſeven fathom water, landlockt for a N. N.W. Wind: a N. E. Wind bloweth there right in.

Sunken Rock.

From Cape *Barfleur* (which lieth N. W. from you when you lie in the Road) lieth off a Bank, or Riff, yet a Ship may go over it. N. E. a league and an half off from the foreſaid Point, lieth a Rock under water, which muſt be avoided.

Sherborough. **Cape de Wyck.**

From Cape *de Barfleur* to *Sherborough*, it is W. N.W. four or five leagues, that is a little Tide-Haven. To the Weſtwards of the Point of *Barfleur*, lie ſome foul Grounds; if you keep the high Land of *Sherborough* without Cape *de Wyck*, is a good Road in ſix fathom water, a little to the Eaſtwards of the two high Rocks in a ſandy Bay.

Foſs de Moberille.

Before *Sherborough* lie ſome Rocks, or little Iſlands, which are clear round about; to the Weſtward of it lieth a Tide-Haven, called the *Foſs de Moberille*: Before it on both ſides, lie four or five high Rocks; at high-water you may run through betwixt them, and ſo into the Haven. Two leagues to the Weſtward of it, lieth Cape *de Hague*.

Cape de Hague. **Ornay.**

Two leagues W. by N. from Cape *de Hague*, lieth the Iſland *Aldernay*, or *Ornay*; betwixt them goeth the Race of *Blankert*, or *Ornay*, through. *Ornay* is about three leagues long, and lieth Eaſt and Weſt; the Eaſt-end is clean, you may ſail reaſonably cloſe alongſt by it, but the Weſt-end is very foul: There lie ſome little Iſlands cloſe by the Weſt-end; being paſt them, you may ſail towards *Jerſey* without danger. To the Southwards of the foreſaid little Iſlands, at the Weſt-end of *Ornay*, lieth a Ledg of Rocks; within it on the South-ſide it is clean, except at the South-point, that is alſo foul. If you will anchor on the South-ſide of *Ornay*, you muſt be mindful thereof, and anchor a little to the Eaſtward of the Tide-Haven. From the Weſt-end of *Ornay*, lieth a great many Rocks, W. by N. and W. N. W. off, 3 or 4 leagues into the Sea.

The outermoſt and Weſtermoſt, is a great high Rock, with many other ſmall Rocks about it. Half betwixt this great Rock and *Ornay*, lieth another great Rock, but not ſo high as the foreſaid Weſtermoſt; from it lie off a great many Rocks towards the outermoſt, which fall dry at low-water, but at high-water many are covered; theſe two great Rocks are called the *Caskets*. Cloſe by the Weſt end of *Ornay*, towards the *Caskets*, lie other two great Ranges of Rocks, called the *Barroches*.

Of the Depths and Marks to know the Land by.

About Cape *de Barfleur* and *Sherborough*, 4 leagues from the Land, there is 30 fathom water. *Barfleur* is a high Point; upon the low white Land ſtandeth a flat Tower, two Mills and ſome little Houſes, and to the Weſtwards of it is more white Land.

Upon Cape *de Hague* ſtandeth a Caſtle, with a little Terret; a little to the Eaſtward of it in the Land, ſtandeth a ſpire Tower: Two leagues to the Eaſtward of it lieth *Sherborough*, with a flat Steeple.

The Iſland *Ornay* is upon the Weſt-end, high, with a ſloping Point: The Eaſt-end hath Hommocks, and lower than the Weſt-end; in ſailing by it, you may ſee a Tower or two upon it, with ſome Mills. Upon the North ſide of the Iſland lieth a white Hill, like a Sand-Hill.

To the Northwards of the *Caskets*, two leagues from Land, it is 35, and 40 fathom deep.

Of the Flowing and Setting of the Tides.

Before the Haven of *Caen*, a S. S. E. Moon maketh high-water, within the Haven a S. by E. Moon.

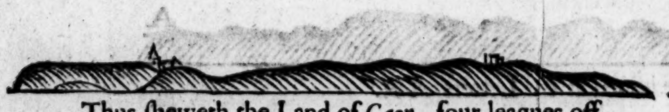
At *Marbol la Honge*, *Barfleur*, *Sherborough*, and Cape *de Hague*, by the Shore, a S. by E. Moon.

From *Seynhead* to *Barfleur*, the Flood ſetteth by the Land E. by N. but in the Channel the Flood runneth E.N.E.

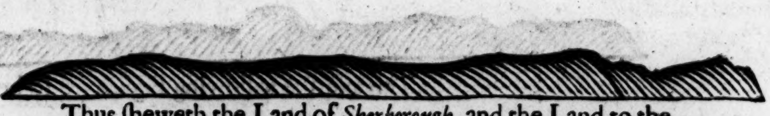
Courſes and Diſtances.

From *Caen* to *Barfleur*,	N. VV. half N.	16 leagues.
From Cape *Barfleur* to Cape *de Hague*,	VV.N.VV.	8 leagues.
From Cape *de Hague* to *Ornay*,	W. by N.	2 leagues.
From *Ornay* to *Caskets*,	VV. N. VV.	3 or 4 leagues.
From the *Caskets* to *Beachy*,	N. E. by E.	38 leagues.
From the *Caskets* to *Wight*,	N. E. by N.	20 leagues.
From the *Caskets* to *Portland*,	N. by W.	14 or 15 leagues.
From the *Caskets* to the *Start*,	VV. N. VV.	20 leagues.
From the *Caskets* to *Silly*,	Weſt, ſomewhat Northerly,	56 leag.

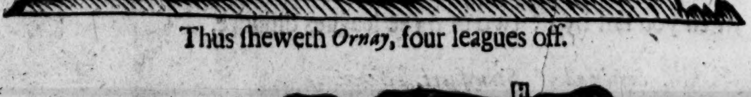
How theſe Lands appear at Sea.



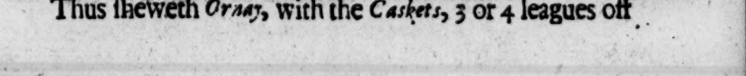
Thus ſheweth the Land of *Caen*, four leagues off.



Thus ſheweth the Land of *Sherborough*, and the Land to the Weſtward of it, being S. E. 4 leagues off.



Thus ſheweth *Ornay*, four leagues off.



Thus ſheweth *Ornay*, with the *Caskets*, 3 or 4 leagues off.

Thus ſheweth *Ornay*, with the *Caskets*, when you are S. E. 3 or 4 leagues off.

CHAP. XVIII.

The Coaſt of Normandy *and* Britanny, *betwixt* Cape de Hague, *and* Roſcow, *and the Iſlands thereabouts.*

FRom the Eaſt-point of *Ornay*, to the Eaſt-end of *Garnſey* (ſailing to the Southwards of *Ornay*) the Courſe is W. S. W. ſeven leagues; but from the *Caskets* to the Weſt-end of *Garnſey*, S. W. by S. ſeven leagues.

Road under Garnſey.

If you will anchor under *Garnſey* (coming from the *Caskets*) then run to the N. E. Point of *Garnſey*, and ſo far to the Eaſtward of it, until you get ſight of the Caſtle that ſtandeth upon the Rock on the Eaſt ſide of *Garnſey*. Or if you come about to the Weſtward of the *Caskets*, then go on S. E. or ſomewhat more Southerly, until the N. E. Point of *Garnſey* be S. by W. from you; ſail then towards it until you come in ſight of that foreſaid Caſtle upon the Rock, bring that over the South-point of *Garnſey*, and ſail in by that Mark, betwixt the Iſland *Arm*, or *Harm*, and *Garnſey*, towards the foreſaid Caſtle. Betwixt theſe Iſlands, it is on both ſides full of Rocks, whereof you muſt take heed, eſpecially on the Larboard-ſide towards *Arm*; when you are come by the Caſtle, you may anchor within or without it, where you pleaſe: Without the Caſtle is 12 or 13 fathom, or within the Caſtle (that is, betwixt the Caſtle and *Garnſey*) in ſix or ſeven fathom at low-water; it doth flow there ſix or ſeven fathom.

Cape de Gruſe.

Under the South-ſide of *Garnſey*, you may ride in a N.W. North, and N. E. Winds. If you come from the Weſt, or from the *Caskets*, you muſt run cloſe about by the S. W. Point, called Cape *de Gruſe*, and alongſt by the South-ſide of the Iſland, near half-ways the Iſland. Anchor where you think good, in 18 or 19 fathom. If the Wind ſhift to the S. W. or to the W. S. W. then you may run about by the South-point unto the foreſaid Caſtle, and anchor there either within, or without it, as aforeſaid: From the aforeſaid Point, lieth off a little Ledg of Rocks, ſome above and ſome under water, which you muſt avoid when you ſail about it.

Rockdove.

S. by W. and S. S. W. about eight leagues from *Garnſey*, lieth a great Ledg of Rocks, more than a league long, called *Rockduve*.

Bernovil.

W. by S. from *Rockduve*, lieth a Rock, called *Bernovil*; which at high-water is covered, and at low-water is dry.

Sark.

About two leagues Eaſt from *Garnſey*, lieth the Iſland *Sark*, there you may anchor any where about it in 25, 26, and 27 fathom. From the North-end lie off ſome Rocks, ſome above, and ſome under water; at the South-end alſo lie ſome Rocks, all above water.

Ark. Arm.

Betwixt *Garnſey* and *Sark* lie two other little Iſlands, *Ark*, and *Arm*, and *Harm*; you may ſail betwixt them.

Pater-Noſters. St. Katherines Bay.

The Iſland *Jerſey* lieth from *Garnſey* S. E. diſtance 6 or 7 leagues: Round this Iſland are good Roads at divers places; all alongſt the North-ſide, you may anchor in 10 and 11 fathom water. At the North-ſide, ſomewhat within the Weſt-point, lie ſome great Rocks, a good way off from the Shore, called the *Pater-Noſters*; at the South-weſt Point lie many Rocks, which lie off a great way into the Sea. To the Northward of them, to wit, betwixt them and the Weſtermoſt Point, at the Weſt-ſide of *Jerſey*, you may anchor at divers places in 10, 11, and 12 fathom water. At the South-ſide of *Jerſey* is alſo a good Road for N. and W. N. W. Winds. At the Eaſt ſide lies St. *Katherines* Bay, there is alſo a very good Road for Weſterly Winds.

Mankiers.

The Weſt-end of *Jerſey* and St. *Malloes*, or the Iſland *Siſember*, before St. *Malloes*, lie S. by E. and N. by W. eight or nine leagues aſunder. About half-way betwixt both, in the Fair-way, lie many high Rocks together, which are ſeven or eight leagues about, called the *Mankiers*, they lie far towards *Jerſey*, ſome above, and many under water; ſo that it is dangerous to run through betwixt *Jerſey* and the *Mankiers*.

They which ſail through the Race of *Blankert*, or *Ornay*, bound for St. *Malloes*, run commonly betwixt *Sark* and *Jerſey*: You may alſo ſail to the Eaſtwards of all the Iſlands and Shoals, alongſt the Coaſt of *Normandy*, towards St. *Malloes*, as followeth.

Cape Vorha. Le Beuf, or Buff. Morteſum.

When you come a little paſt Cape *Vorha*, you ſhall meet (thwart of the Iſland of *Jerſey*) with 3 or 4 high Rocks, called *Le Beuf*, or *Buff*, you may run to the Weſtwards of them, and ſo through betwixt them and the Iſland of *Jerſey*, or elſe to the Eaſtwards of them alongſt by the Main Land, as you will, towards the Riff of *Morteſum*, that lieth upon the Coaſt of *Normandy*, S. S. E. from Cape *Vorha*.

Buſkin. Granville.

Over againſt, or thwart the Riff of *Morteſum*, lieth a Vane of Rocks, lying Eaſt and Weſt, more than a league in length, called *Buſkin*; at the Eaſt-end many of them lie above, and at the Weſt-end moſt of them lie under water; you muſt ſail through betwixt them and the Riff of *Morteſum*, that are bound for *Granville*.

Eckeron.

Betwixt the foreſaid Rocks, *Buff* and *Buſkin*, lieth another great Vane of Rocks, called *Eckeron*, which lie off from the South-eaſt Point of *Jerſey*, towards *Granville*; you muſt leave all theſe Rocks on the Starboard-ſide, and run alongſt to the Eaſtwards of them.

From the Riff of *Morteſum* to *Granville*, the Courſe is S. S. E. and from *Buſkin*, S. E. 4 leagues.

Cape *Vorha* and *Granville*, are two Points that lie without the other Land. About the South-point off *Granville*, lie two or three little Rocks, along by them you muſt run in with the Peer, or Head, where the Ships lie dry at low-water.

Morteſum.

Betwixt Cape *de Hague* and *Granville*, you may ſee upon the Land many little Houſes, Mills, and Trees, as you ſail along by it. A little to the Southwards of the Ledg of *Morteſum*, ſtands a Church with two Steeples, called *Quotanſe*. All alongſt this whole Coaſt is very good Anchoring in 6 or 7 fathom, eſpecially a little to the Southward of Cape *de Hague*.

La Sauſee.

About two leagues Weſt of the Point of *Granville*, lieth another great Ledg of Rocks two Leagues long, lying Eaſt and Weſt, called *La Sauſee*; betwixt them and the Point of *Granville*, they muſt ſail through that are bound for *Concale*, or St. *Malloes*.

Mount St. Michael.

About five leagues to the Southward of *Granville*, in a great Bay, lieth an Iſland before the River of *Aurantie*, about a league without the Land, called *Mount St. Michael*; upon it ſtandeth a Caſtle, called by the ſame name, with a high Tower, which may be ſeen many leagues at Sea. This Bay lieth to the Southward of *Granville*, within the Rocks of *Concale*; the Ground is riſing from 13 fathom to 10, 8, 6, 4, and ſo to one fathom; in ſo much that at low-water, the Bay falleth dry ſo far, that from the Strand you can ſee no water.

Concale.

From *Granville* to the Point of *Concale*, the Courſe is S. W. five leagues; from the Eaſtward lie three Rocks, under which you may ride in ten fathom: For to ſail to the Town, you muſt run betwixt the Point and the foreſaid Rocks, between which you will have 8 or 9 fathom water, but before the Town it is ſhoaler. To the Northward of the Town lie other two Rocks, under which you may alſo ride in 5 or 6 fathom.

S. Malloes. Siſember. Mewſtone.

From the outermoſt Rocks, by the Point of *Concale*, until you come before St. *Malloes*, the Courſe is Weſt, and W. by S. five leagues. Before the Haven of St. *Malloes* lieth an Iſland, called *Siſember*; upon the Weſt-end thereof ſtandeth a Mill, and upon the Eaſt-end a Church, with ſome little Houſes, being a Friery; coming out of the Sea, you can but juſt ſee the Church, but being within the Iſland, you may ſee it better, becauſe it ſtandeth on the South-ſide of the Iſland. About a Gun-ſhot to the Eaſtward of *Siſember*, lieth a great high Rock, called the *Mewſtone*; betwixt that and *Siſember*, it's all full of Rocks, which at high-water are covered for the moſt part. There is a little Channel betwixt them both, which the *Frenchmen* uſe with their ſmall Ships, but for great Ships it is not good, nor for them that are not well acquainted.

The Channel La Congie, or Eaſter-Channel. Little Bee.

Betwixt the *Mewſtone*, and ſome Rocks to the Eaſtwards of it, lieth in a Channel South, and S. by E. called *La Conge*. To ſail in there, you muſt run cloſe aboard to the Eaſtward of the *Mewſtone*, S. by E. right in with the Town, till you are gotten in two thirds of the diſtance between the *Mewſtone* and the Town, then you may ſee by the N. W. Point of the Town two great Rocks, about a Gun-ſhot from the foreſaid Point: Upon each Rock ſtandeth a little Houſe, the outermoſt is the ſmalleſt, and is called the *Little Bee*; the other is

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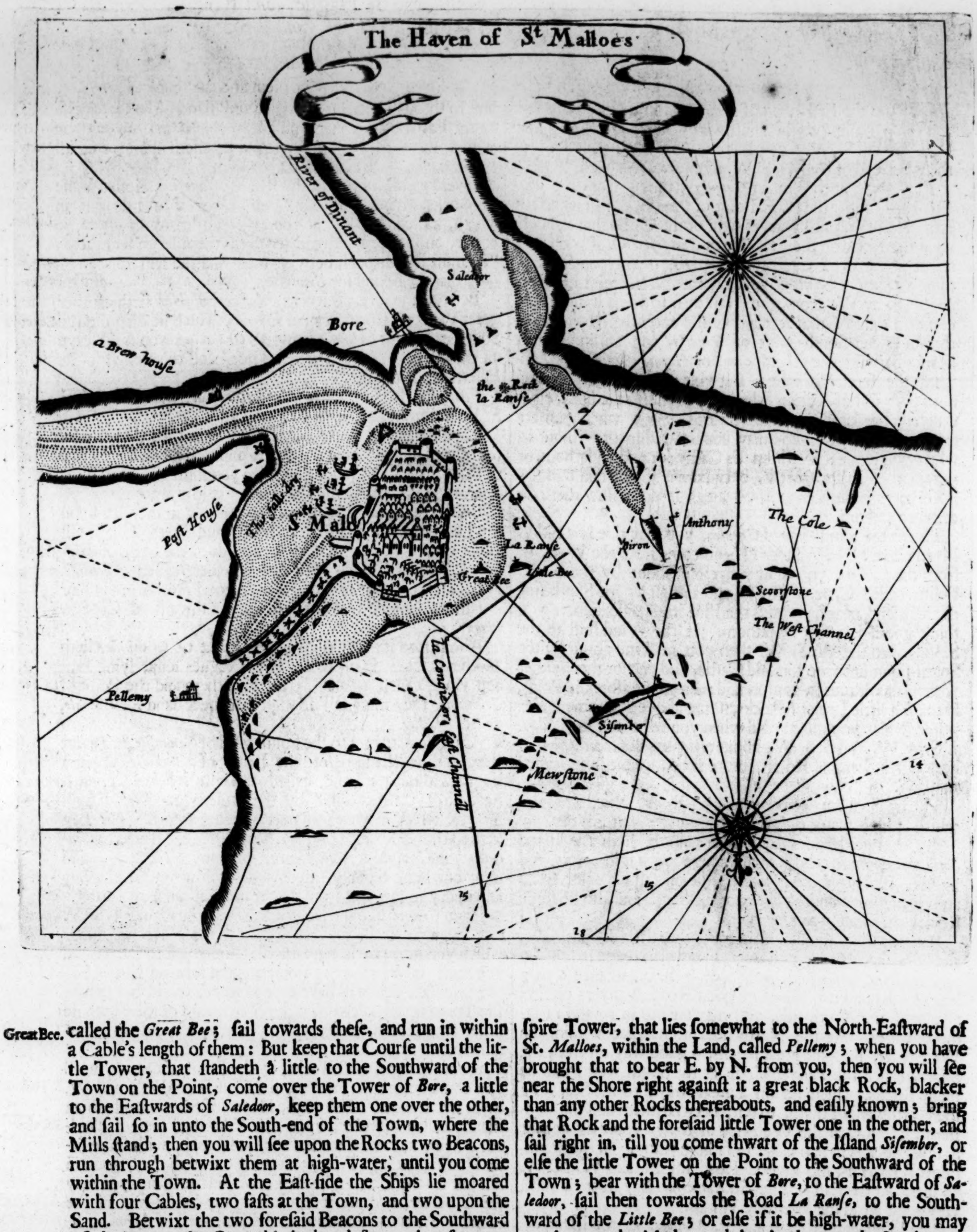


Great Bee. called the *Great Bee*; ſail towards theſe, and run in within a Cable's length of them: But keep that Courſe until the little Tower, that ſtandeth a little to the Southward of the Town on the Point, come over the Tower of *Bore*, a little to the Eaſtwards of *Saledoor*, keep them one over the other, and ſail ſo in unto the South-end of the Town, where the Mills ſtand; then you will ſee upon the Rocks two Beacons, run through betwixt them at high-water, until you come within the Town. At the Eaſt-ſide the Ships lie moared with four Cables, two faſts at the Town, and two upon the Sand. Betwixt the two foreſaid Beacons to the Southward of the Town, the Ground is bad and ſharp, therefore you muſt take heed and not ground there at low-water; but within the Eaſt-ſide of the Town, it's clean ſandy Ground. A little within, or to the Southward of the *Little Bee*, you may ride in five and ſix fathom at low-water, ſo that you bring the Tower of *Bore* a little to the Eaſtwards of the little Tower upon the Point of the Southward of the Town; that
La Ranſe. Road is called by the *French*, *La Ranſe*, where they commonly firſt anchor, and ſtay for high-water, for to go in about to the Southward of the Town. It floweth at St. *Malloes*, and thereabouts with an ordinary Tide, ſeven fathom up and down.

Weſtern Channel of St. Malloes. From the Weſt-end of *Siſember* Weſtward, lie off alſo a great many Rocks above a Gun-ſhot from the Shore, at the end of them goeth in the Weſtern Channel of St. *Malloes*, E. by N. in. For to ſail in there, you muſt look out for a little ſpire Tower, that lies ſomewhat to the North-Eaſtward of St. *Malloes*, within the Land, called *Pellemy*; when you have brought that to bear E. by N. from you, then you will ſee near the Shore right againſt it a great black Rock, blacker than any other Rocks thereabouts, and eaſily known; bring that Rock and the foreſaid little Tower one in the other, and ſail right in, till you come thwart of the Iſland *Siſember*, or elſe the little Tower on the Point to the Southward of the Town; bear with the Tower of *Bore*, to the Eaſtward of *Saledoor*, ſail then towards the Road *La Ranſe*, to the Southward of the *Little Bee*; or elſe if it be high-water, you may run in upon the Marks, and then in about to the Southwards of the Town, as aforeſaid. When you ſail in at the Weſtern Channel, you muſt leave a high Rock on your Starboard-ſide, which is called *Scoorſtone*, with many other Rocks to the Weſtward of it, which at high-water are moſt covered. On the North, or Larboard-ſide, lie alſo many Rocks, which at high-water are moſt covered.

To the Southward of the Rock of St. *Anthony*, lieth in another Channel alſo, but not much frequented, except by ſmall Ships. **Souther Channel.**

About half-way betwixt the Weſtern Channel of St. *Malloes*, and Cape *Farela*, lieth a ſhoal, and a little to the Weſtward of Cape *Farela*, lieth a great Rock, called *La May*. When **Stone-Bank** you would (from Cape *Farela*) ſail towards St. *Malloes*, and keep the ſaid Rock right upon the Point of *Farela*, you then **La May.** ſail right upon the foreſaid Shoal; but if you keep the Rock

hid

hid behind the Point, you will go to the Southward of it, or elſe if you keep it without the Point, ſo that you may ſee through betwixt it and the Point, you will then go to the Northward of it. The foreſaid Rock is a good Mark to know Cape *Farela* by, you muſt not ſail betwixt it and the Cape. Three leagues Weſt from St. *Malloes*, lieth a great ſandy Bay, where you may lie landlockt in all Winds; you anchor there within a great Rock right againſt a Mill, having ſome Trees about it.

C. Farela, or Cape de Late.

About two leagues N. W. from that ſandy Bay, lieth Cape *Farela*, which is called alſo Cape *de Late*, after the name of the Caſtle that ſtandeth to the Eaſtward of the Point; there is a good Road for Weſt, and S. W. Winds.

Oyſter Bank.

Two leagues and better N.W. from the entry of the Haven of St. *Malloes*, lieth a ſhoal, called the *Oyſter-Bank*; under it you may anchor in ſix or ſeven fathom.

Iſland Briack. Rocks. St. Brieux, and St. Bennet.

From the Weſt-point of Cape *Farela*, to the North-end of the Iſland *Briack*, the Courſe is W. by N. 9 or 10 leagues. Two or three leagues Weſt from the Cape, lieth a great range of Rocks above water; between the foreſaid Cape and the Iſland *Briack*, lies the Haven, or River of St. *Brieux*, and St. *Bennet*.

Briack. A Rock called Souff, or Canyn.

The Iſland *Briack* is two leagues long and lieth S.S.W. and N.N.E. When you come from the Eaſtward, you ſhall ſee two Mills upon it, and betwixt them a high round Hill, with a little Houſe upon it; you may ſail round about this Iſland, and may make Road on every ſide thereof, although almoſt round it there lie ſome Rocks, yet it is all over good Anchor-ground. A good ways off from the N E. Point lieth a Rock, called *Souff*, or *Canyn*, and at the North-end lieth a ledg of Rocks under water, whereof you muſt take heed.

Pickles.

W. S. W. a league from *Briack*, and three or four leagues from the Main, like ſome Rocks, called the *Pickles*; you may ſail round about them; to the Weſtward of them towards the Main Land, lie many ſunken Rocks.

Port Blank Lantrilliers. SevenIſles.

Four leagues to the Weſtward of *Briack*, lieth *Port Blank*, upon a great River called *Lantrilliers*; to the Eaſtward of this Haven lie off many Rocks. To the Weſtward of *Port Blank*, lie the *Seven Iſles*, lying from the *Pickles* Weſt, diſtant 4 or 5 leagues.

Green Iſland.

A league to the Southward of them lieth *Green Iſland*, round about which is all good Anchor-ground. Between the *Seven Iſlands* you cannot paſs but to the Southward of them: Betwixt them and *Green Iſland*, you may ſail ſafely, there being a broad Channel between them. From the Eaſtermoſt Iſland lieth off a Ledg of Rocks to the Southward, and upon the Southermoſt end of the Ledg lieth a Rock above water, which is a good Mark to ſail about the Ledg.

Triacle Pots.

N. W. from the Weſt-end of the *Seven-Iſlands*, lieth alſo a ſunken Rock, which at low-water may be ſeen. You may alſo ſail alongſt the Coaſt from *Port Blank*, to the Southward of *Green Iſland*, and come out again to the Weſtwards. From the N. W. into the Sea, lie the *Triacle Pots*, which are great, fearful, and dangerous Rocks, which ſpread themſelves wide and broad W. S. W. from the *Seven Iſlands*.

River Laminoe.

Betwixt the *Triacle Pots* and the *Seven Iſlands*, lieth the River *Laminoe*, to the Weſtward of the *Green Iſland*; for to ſail in there, you muſt take heed of the N.E. Point, which is very foul.

Thwart of the *Seven Iſlands*, upon the Main Land, ſtandeth a Church with a high Steeple, called *Our Lady of Clearneſs*, whereby they are to be known.

Thwart of the *Triacle Pots*, ſtandeth alſo a high Tower, thereby you may know when you are near them; but it muſt be very clear Weather, otherwiſe you cannot diſcern it.

He that cometh by Night, or in dark Weather from *Uſhant*, and is bound to St. *Malloes* let him not ſail (with a Southerly Wind) to the Eaſtward of E. N. E. or with a Weſterly Wind he may ſail N. E. by E. ſo long, until he hath the length of the *Triacle Pots*. For the Flood runneth S. E. within the *Triacle Pots* and the *Seven Iſlands*, and thereby cauſeth an Indraught, which muſt be conſidered and allowed for ſailing on this Coaſt.

St. John de Doy.

Within the *Triacle Pots* lieth the Haven of St. *John de Doy*, 2 leagues to the Weſtward of *Green Iſland*, and 2 leagues to the Eaſtward of *Morlions*; from thence you may ſail between the Rocks unto *Morlions*, and anchor in 5 or 6 fathom at low-water.

Morlions Rock.

To the Weſtward of the *Triacle Pots*, lieth a great Rock. The Eaſtern Channel of *Morlions* lieth from it S. W. by S. diſtant 2 leagues, but the Weſtern Channel lieth W.S.W. and W. by S. 4 or 5 leagues: This Channel goeth in by a great long ragged Rock, lying South, and S. by W. unto the Caſtle of *Morlaix*; being about the Caſtle, you may again run between the Rocks to the Eaſtward, and out again at the Eaſtern Channel N.N.E. and N. by E. according as the Tide is; the Flood there ſets in S. E.

Morlaix.

If you would go from *Morlaix* to *Morlions*, you may ſail Eaſterly between the Rocks; it's all broken Land, and at low-water you have there 5 fathom.

St. Paul de Lion. Plampole.

If you be bound to St. *Paul de Lion*, you muſt run right with the great Rock which looketh like a Saddle, and ſo cloſe alongſt by it, and being paſt it, edg to the Land. On the Shore lieth a Village, called *Plampole*, ſail right with it, and alongſt by it; to the Eaſtward of it goeth in the River. Theſe are all Tide-Havens; but betwixt the Rocks of *Morlions*, and the Iſland *Baſs*, it's deep enough at low-water for a Ship to lie afloat.

The Land of St. *Paul de Lion*, is double Land; and upon St. *Paul's* Church are two ſpire Steeples. The Iſland *Baſs* lieth before it, and upon it ſtands two Stakes, which afar off ſeem like Mills. Upon the Eaſt-end of the Iſland, lieth a very high ragged Rock; when you are to the Eaſtward of this Rock, you will ſee two ſpire Steeples, a pretty ſpace aſunder, which are the Steeples of *Plampole*; you may alſo then ſee the Caſtle of *Morlaix* upon a high Rock, bearing S. E. from you.

The Iſland Baſs.

The foreſaid long ragged Rock of *Morlaix*, lieth from the top of the Iſland *Baſs*, Eaſt, and E. by S. three or four leagues. You may ſail alongſt by the Main Land, both within and between thoſe Rocks, until you come to the *Seven Iſlands*; there are many great Bays, in which at moſt places there is good Anchor-ground.

White Rock.

About five leagues N. by E. from Iſland *Baſs*, lieth a dangerous Rock, called *Roche Blanche*, or white Rock, and from the *Seven Iſlands* it lieth W. N. W. 9 leagues; this Rock may be ſeen at low-water, but at other times it is not.

Roſcow.

Within the Iſland *Baſs*, lieth the Town of *Roſcow*; you ſail in there on either ſide of the Iſland.

Eaſter-Channel; Le Taureau.

For to ſail into the Eaſtern Channel, when you are paſt the Rock with the Saddle, called *Le Taureau*, and come by the Land; betwixt the Eaſt-point of the Iſland, and the Point of the Main Land over againſt it, you muſt ſteer away in the middle of the Channel, which is between ſeven and eight fathom deep. Being come within the Point of the Iſland, you muſt run in about by it, W. by S. and Weſt, till you come about half-way within the Iſland, and there anchor in eight or nine fathom; then *Roſcow* will bear South, and S. by E. from you.

If you would ſail into the Weſtern Channel, to the Weſtward of it cloſe by the Main Land, are two great Rocks: From the Point of the Main Land, a little to the Eaſtward of the Eaſtermoſt long Rock, lieth off a Ledg from the Main, which maketh the Weſt-ſide of the Channel, you muſt run in S. E. betwixt that Ledg and the Weſt-point of the Land; and when you come within the Point of the Iſland, you muſt edg up N. E. to the midſt of the Iſland, and anchor as before is ſaid.

From the Iſland *Baſs*, alongſt the Coaſt of *Uſhant*, the Courſe is W. S. W. 16 leagues.

Of the Setting of the Tides, and alſo what Moon maketh full Sea in theſe Places.

At Cape *de Hague*, by the Shore, a S. by E. Moon maketh high-water.

In the *Race* of *Blankert*, or *Ornay*, a N. by E. Moon.

The Flood ſetteth through the *Race* N.E. and the Ebb S.W.

In the Iſlands alſo a N. by E. Moon maketh full Sea.

You cannot well reckon the Courſe of the Tides there, becauſe they ſet divers ways amongſt the Iſlands, but for the moſt part N. E. and N. E. by N. a quarter of the Tide, the Flood ſetteth thwart upon the *Caskets*.

At *Garnſey*, a N. by E. Moon maketh full Sea.

At *Concale* and *Granville*, a VV. N. VV. Moon.

At St. *Malloes*, an Eaſt Moon maketh full Sea. The Flood ſetteth in there at the VVeſtern Channel, and goeth out at the Eaſtern Channel; and ſo you muſt reckon when you ſail into theſe Channels.

From the Iſland *Briak*, in the Bay of *Bennet*, the Flood ſetteth S. E. but in the Fair-way E. S. E.

At the Eaſt-ſide of the Iſland *Briack*, in the Road, an Eaſt Moon maketh high-water.

Betwixt the Iſland *Briak* and *Garnſey*, a VV. S. VV. Moon maketh full Sea. The Flood there ſetteth E. S. E. and the Ebb VV. N. VV.

On

On that Coaſt, and within the *Caskets*, the Tide ſetteth continually againſt the Sun, ſo that it is there never ſtill water.

Betwixt the *Seven Iſlands* and *Garnſey*, in the Fair-way, a W. S. W. Moon maketh full Sea.

Betwixt *Briak* and the *Seven Iſlands*, an E. by N. Moon maketh full Sea. The Flood ſetteth there Eaſt, and E. by S.

Betwixt the *Seven Iſlands* and the outer Rocks of *Morlions*, the Flood ſetteth S. E. within the *Triacle Pots* towards *Green Iſland*; but in the *Offing*, Eaſt, and E. by N.

At *Morlaix* and St. *Pauls*, a W. by S. Moon maketh full Sea. But in the *Offing*, a S. W. by W. and W. S. W. Moon.

At the Iſland *Baſs*, a W. by S. Moon maketh full Sea.

In the *Offing*, the Flood ſetteth E. N E. and the Ebb VV. S. VV. And ſo likewiſe from thence all alongſt the Coaſt of *Britain* unto *Uſhant*.

Of the Depths, and Nature of the Grounds.

Betwixt the *Caskets* and *Garnſey*, it's 35 and 40 fathom deep; for the moſt part ſtony Ground.

N.VV. about four leagues from *Garnſey*, is a Hole of 80 or 90 fathom deep, but elſe it's not above 40 fathom deep.

Betwixt *Alderney* and *Jerſey*, it's 20 and 25 fathom deep.

In the Fair-way of *Jerſey*, *Rockduve*, and the Iſland *Briack*, it is 20, 25, and 30 fathom deep.

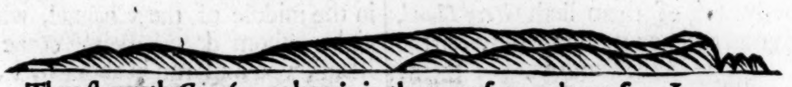
About the *Triacle Pots*, alongſt the Coaſt, it's 45, and 50 fathom deep; in ſuch Depths you may ſee the Land thereabouts. By Night it is not good to come nearer that Coaſt, or the *Seven Iſlands*, than in 45 fathom.

Thwart of St. *Paul de Lion*, and the Iſle of *Baſs*, five leagues from the Land, it's 45 and 50 fathom deep.

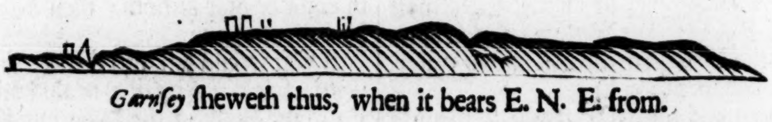
Courſes and Diſtances from one Place to another.

From Cape *de Hague* to Cape *de Vorha*, S. by E.	7 leagues.
From Cape *de Vorha* to *Granville*, S. S. E.	9 leagues.
From *Granville* to *Mount St. Michael*, S. S. E.	5 leagues.
From *Granville* to the Point of *Concale*, S. VV.	5 leagues.
From the Point of *Concale*, to the Eaſtern Channel of St. *Malloes*, VVeſt, and VV. by S.	4 leagues.
From the Iſland *Siſember* before St. *Malloes*, unto Cape *Farela*, VVeſt,	4 leagues.
From Cape *Farela* to the Iſland *Briack*, VV. by N.	9 leagues.
From the Iſland *Briak* to the *Pickles*, VV. by S.	2 leagues.
From the *Pickles* to the *Seven Iſlands*, VV. by N.	5 leagues.
From the *Seven Iſlands* to the *Triacle Pots*, VV.S.VV.	2 leag.
From the *Triacle Pots* to the Iſland *Baſs*, W. S. W.	9 leagues.
From the Iſland *Baſs* to *Uſhant*, W. S. W.	16 leagues.
From Cape *de Hague* to the VVeſt-end of *Jerſey*, betwixt *Sark* and *Jerſey* through, S. S. VV.	11 leagues.
From the *Caskets* to the VVeſt end of *Garnſey*, S.S.VV.	7 leag.
From *Garnſey* to *Jerſey*, S. E. by E.	7 leagues.
From *Garnſey* to St. *Malloes*, S.S.E.	17 leagues.
From the South-end of *Jerſey* to St. *Malloes*, S.S.E.	9 leagues.
From *Garnſey* to the Rocks *Rockduves*, S.S.VV.	7 leagues.
From *Rockduves* to *Mankiers*, E. by S.	9 or 10 leagues.
From *Rockduves* to Cape *de Farela*, S. E.	10 leagues.
From *Rockduves* to the Rock *Canyne*, S. by VV.	4 leagues.
From *Rockduves* to the Iſland *Briak*, S. by VV.	5 leagues.
From *Garnſey* to the *Seven Iſlands*, S.VV. by S.	14 leagues.
From the *Caskets* to St. *Paul de Lion*, S. VV. half VVeſt,	30 leagues.
From the *Caskets* to the *Fourn*, or *Uſhant*, S. VV. by VV.	45 leagues.
From the *Caskets* to the *Lizard*, VVeſt, and VV. by N.	37 leagues.
From *Garnſey* to the *Lizard*, VV. by N.	37 leagues.
From the *Seven Iſlands* to the *Lizard*, N.VV. by VV.	29 leag.
From the *Seven Iſlands* to the *Start*, N. by VV. weſterly,	24 leag.
From the *Seven Iſlands* to *Portland*, N. N. E.	34 leagues.
From St. *Paul de Lion* to the *Lizard*, N.W. by N.	29 leagues.
From St. *Paul de Lion* to the *Start*, N. by E.	29 leagues.
From St. *Paul de Lion* to *Portland*, N. E. by N.	40 leagues.

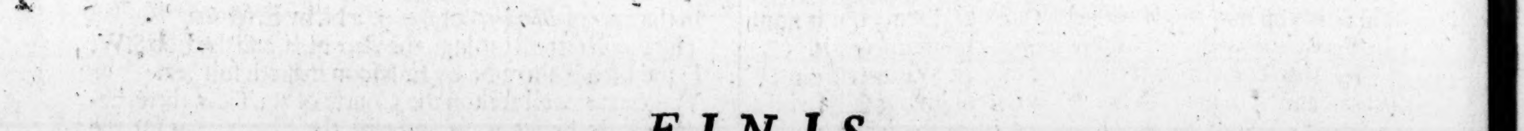
How theſe Lands appear at Sea.



Thus ſheweth *Garnſey*, when it is thwart of you about four Leagues.



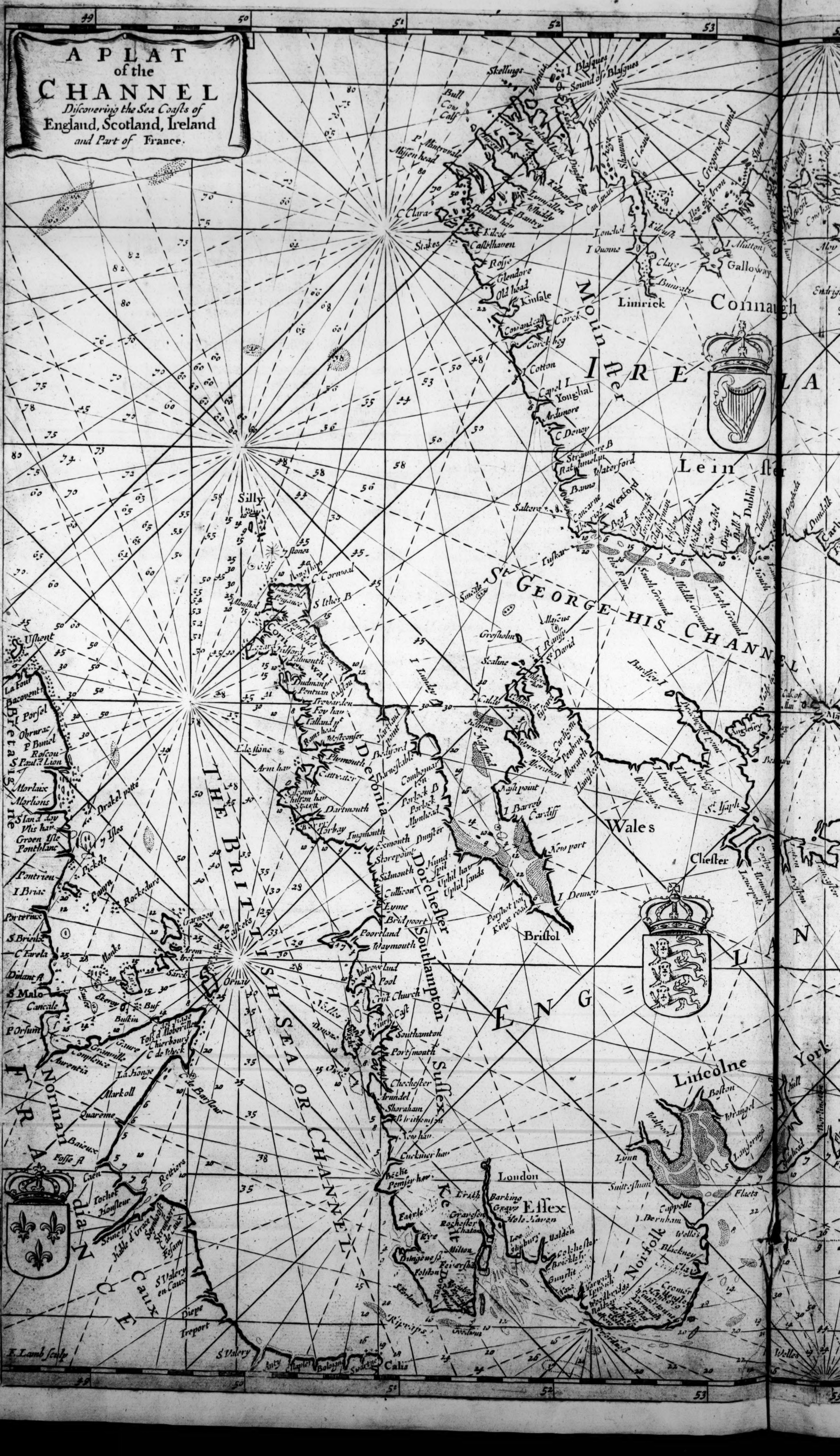
Garnſey ſheweth thus, when it bears E. N. E. from.

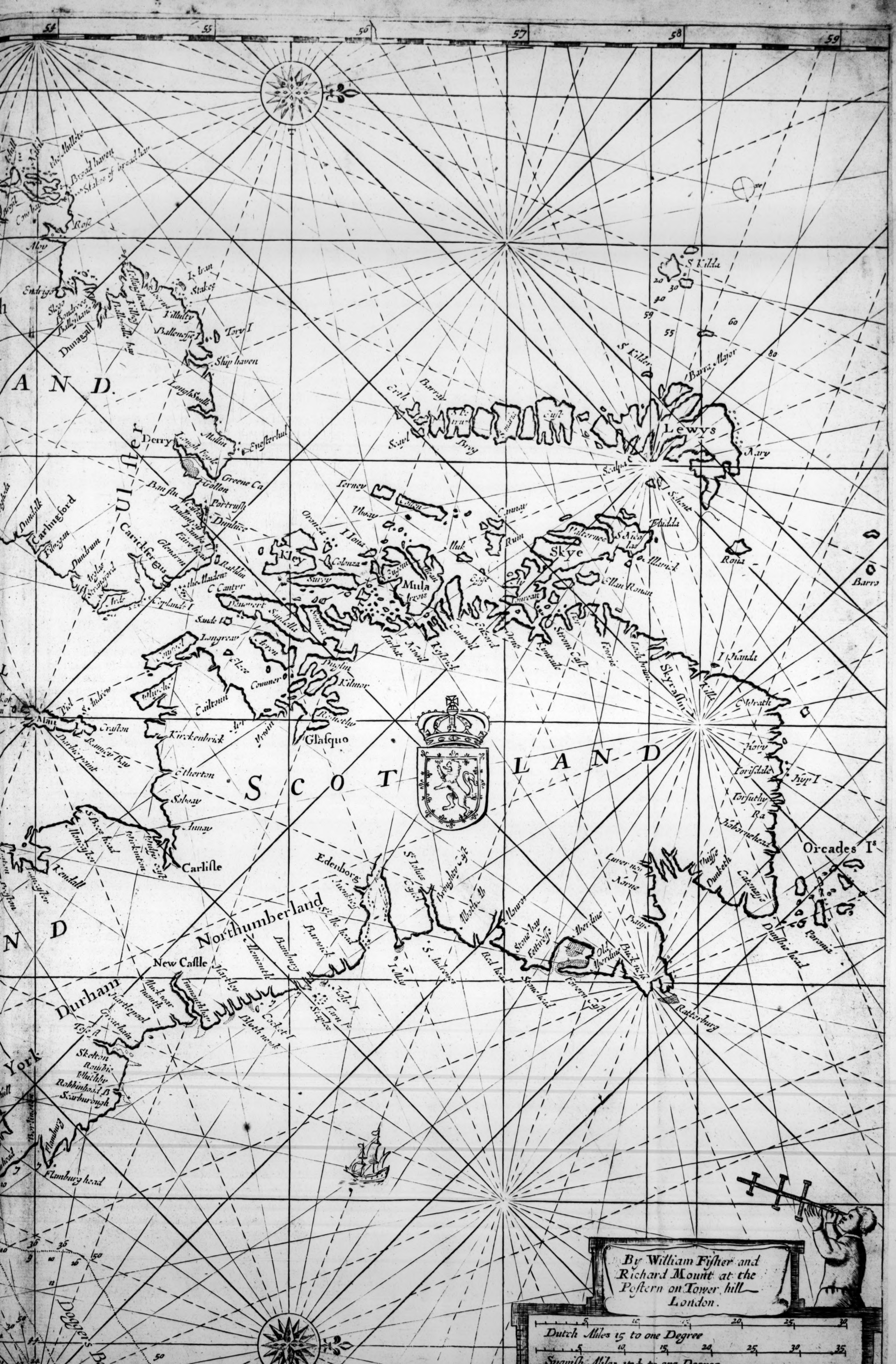

St. *Paul de Lion.*
Obrurac.
La Fourn.

Thus ſheweth the Land betwixt St. *Paul de Lion* and *La Fourn*, when you ſail along by it four leagues from the Land.

FINIS.

1 2nd pt


A PLAT
of the
CHANNEL
Discovering the Sea Coasts of
England, Scotland, Ireland
and Part of France.
IRELAND
Mounster
Leinster
Connaugh
ST GEORGE HIS CHANNEL
THE BRITISH SEA OR CHANNEL
ENGLAND
Wales
FRANCE
Bretaigne
Normandy
Caux
Devonia
Dorchester
Southampton
Sussex
Kent
Essex
Norfolk
Lincolne
York
London
Bristol
Chester
Limrick
Galloway
Dublin
Wexford
Waterford
Youghal
Corck
Kinsale
Castlehaven
Skellings
I Blasques
Sound of Blasques
C Clara
Stakes
Silly
C Cornwal
Lizard
Falmouth
Dudman
Fowey
Plymouth
Dartmouth
Torbay
Exmouth
Sidmouth
Lyme
Bridport
Weymouth
Pool
Crist Church
Southamton
Portsmouth
Chechester
Arundel
Shoreham
New hav
Rye
Dover
Calis
Boloign
S Valery
Treport
Diepe
S Valery en Caux
Caen
Honfleur
Barfleur
Garnsey
Iarsey
Sarck
Casquets
Ornay
S Malo
Morlaix
Ushent
S Paul d' Lion
Lundy
Cardiff
New port
I Barry
S David
Milford
Bardsey I
Anglesey
S Asaph
Boston
Lynn
Hull
Yarmouth
Cromer
Wells
E. Lamb sculp
49
50
51
52
53


By William Fisher and Richard Mount at the Postern on Tower hill London.
Dutch Miles 15 to one Degree
Spanish Miles 17½ to one Degree
English and French Leagues 20 to one Degree
SCOTLAND
Orcades Is
Northumberland
Durham
York
Lewys
Skye
Kley
Mula
Glasquo
Edenborg
Carlisle
New Castle
Scarburough
Flamburg head
S Kilda
Barra Major
Rona
Barro
C Wrath
Hoy I
Dunsbie head
Ratterburg
Buchaness
Old Aberdine
Aberdine
Red head
Stone head
S Andrews
I May
Barwick
Bambrough
Holy I
Farn Is
Coket I
Hartlepool
Tees R
Skelton
Whitby
Robbinhood B
Kirckcenbrick
Solway
Annay
Kendall
Ulster
Derry
Dunluce
Portrush
Carickfergus
Carlingford
Dundalk
Tory I
Ship haven
Broad haven
Dunagall
Sleigo
C Cantyr
Mull of Galloway
Dogers Banck
54
55
56
57
58
59

BRITISH MUSEUM

K with preceding

A
DESCRIPTION
Of the Weſt Side of
ENGLAND and *SCOTLAND.*

THis *Promontary*, called the *Lands-end* of *England*, is the Weſt part of the Hundred of *Penwith*, in the County of *Cornwall*; it is in breadth about 7 Miles, upon which is 3 Points; the Southermoſt is called by the Antient Corniſh, *Toll Peden Penwith*, or the hole on the head of *Penwith*, for there is a great Cavern in the Cliff, in which the Sea falling makes a great roaring; N. W. by N. A League from this is another Point, called the *Lands-end*, Weſt from which about a League, lies the Rocks, called the *Long Ships*: Theſe Rocks lie N. W. by N. and S. E. by S. about 2 Miles in length, always above Water; within is another ſmall Rock, which is covered at the top of a Spring Tide, you may go very well betwixt them.

nds-end.
ng Ships

To the North of the *Lands-end* is a ſandy Bay, called *White Sand Bay*, where you may come to an Anchor in 10, 12, 8, 7, 6 Fathom, in good Ground; you may come, or go out or in to the Sea, to the Northwards of the *Long Ships* without danger.

hite
nds Bay.

The third Point is called *Cape Cornwall*, it bears from the *Lands-end* N. by E. about 4 Miles. W. S. W. from this Cape lies the *Breſons*, which are 2 ſmall picked Rocks, the Northermoſt higher than the other; between theſe and the ſaid Cape, lieth another leſs, but always above Water; you may ſail within theſe without danger.

peCorn-
ll.

From *Cape Cornwall* to St. *Ives*, the Coaſt lieth E. N. E. 5 or 6 Leagues.

. Ives.

St. *Ives* lieth upon the Weſt Point of a great Bay, which is about 4 Miles broad; at the Eaſt Point of the Bay lieth a little Iſland, called *Godrevy*, and from it lieth a great Ledg of Rocks, 2 Miles N. W. off into the Sea, whereof many at half Ebb are above Water; therefore he that cometh off from *Cape Cornwall* into St. *Ives*, muſt keep alongſt the Shoar, and ſail in about the Weſt Point; in going up this Channel, you muſt keep a good Offing, for theſe Rocks are very dangerous.

Betwixt the foreſaid Iſland, at the Eaſt Point of the Bay, and the aforeſaid Rocks, it is in many places rocky and foul, ſo that except you are very well acquainted, you run a great danger. In St. *Ives* Bay, there is on both ſides, good ſandy Ground, where you may Anchor all over, and come as near the ſhoar as you pleaſe.

At the Weſt Entrance of the Bay, is the Town; at the North Point of which is a Head, with a Peer, where ſmall Ships and Barks do lie a ground, ſuccoured from all Winds; but great Ships muſt anchor without in ſix or ſeven fathom.

At the bottom of this Bay you will ſee an opening betwixt two ſandy Points; on the Weſt Point ſtands a Church in the Sand, called *Lelant*-Church, you run in betwixt them at high Water, where there is 10 or 12 foot, the Weſtermoſt Point is the deepeſt, ſo ſoon as you are in, you will ſee a deep Bay or Creek; ſteer in Eaſt in this Creek, you may ſecure your Ship upon a ſmooth flat Sand from a Northerly Wind, which makes a grown Sea in the Bay.

From St. *Ives* to *Hartland* Point, the Courſe is N. E. 35 or 36 Leagues.

Trevoſe
Point.

From St. *Ives* to *Trevoſe* Point, N. N. E. 12 Leagues; this Point is a League to the Eaſtward of *Padſtow*, and may be well known by 4 high picked Rocks, which are called the *Cow* and *Calf*, or by ſome, the *South Rocks*: Theſe four Iſlands lie (about a Mile and a half directly Weſt from this Point) Quadrangular; there is another Rock lies nearer the ſhoar, to the S. E. from theſe.

Alongſt this Shoar, from St. *Ives* to this place, is full of Bays and high Clifts, and in many places full of Sand Hills, as the Shoar on the Eaſt of St. *Ives* Bay for ſome Miles, and to the Eaſtward of the great Highland, called in Corniſh *Kern Barianack*, or St. *Agnes Ball*, off of which lies 2 Rocks very picked, called the *Man* and his *Man*, 2 Leagues N. N. E. from theſe Rocks is a Point with another Rocky Iſland, which Point is called *Kelſy Point*, and the Iſland *Gull-Rock*: Here you will ſee 4 Points; the Weſtermoſt called as before, the ſecond *Pentire* Point, the third *Pentire Vean*, or little *Pentire* Point, the Eaſtermoſt *Towan* Point.

Kelſy
Point.

Betwixt the 2 *Pentire* Points is a Bay, or Haven (called the *Gunnel*) for ſmall Ships, who go in at high water, and lie ſafe a-ground upon the Sand; to the Eaſt of *Towan* Point is a Bay which takes its Name from this Point, in which a Ship may ride ſafe in 10, 12, or 8 fathom free from a South or Eaſt Wind: about 3 Leagues N. by E. from *Towan* Point, is the Rock, called the *Cow* and *Calf*, of which we ſpake before, lying off to the Weſtward of *Trevoſe* Point; to the Eaſt of which is a Bay, where Ships may ride in 7 or 8 fathom Water. From *Trevoſe* Point, two Miles E. N. E. is the Harbour of *Padſtow*; in the way lieth a high Rock, called *Gull-Rock*; as does another off the Harbour's Mouth, called *Newland*, or *Black Rock*: *Note*, That alongſt the Coaſt from *Godrevy* Iſland, which is upon the Eaſt Point of St. *Ives* Bay, the Shoar is bold, and no danger but what ſhews it ſelf.

The Gunnel.

Trevoſe
Point.

The Haven of *Padſtow* is a Barred Haven, the Channel is very narrow; in going in you muſt keep the Weſt Shoar, which is bold too: you may go in 3 or 4 fathom or more at High-water; when you are a Mile in on the ſame ſide there is a Cove, which is called the *Harbour-Cove*, where you may lie ſafe from all Winds afloat at Low-water, but the Haven is a Mile higher on the Weſt Shoar, its a dry Haven at Low-water, but good ſoft Owſey Ground: the Tide riſeth here twenty two Foot. In going out of *Padſtow* Harbour you may without any danger ſail betwixt the Iſland and the Eaſt Point called *Pentire*, to the Eaſt of which lies another Iſland or Rock called the *Mold*; you may ſail betwixt it and the Shoar if occaſion, and come to an anchor in that Bay; at the eaſter Point of this is a Fiſhing Cove, called *Porquean*, where you may have a Pilot to carry you into *Padſtow*. Five Miles to the eaſtwards of *Pentire* Point, and 2 Miles from *Porquean* is the Haven of *Portiſack*, where a Veſſel of 200 Tuns may go in at High-water, and run on ſhoar upon the Sand out of the rage of the Sea: It's a Fiſhing-Town, unto which belong ſeveral Veſſels which trade into *Briſtol*, *Wales*, and *Ireland*.

Padſtow.

Hartland Point is a Point that lieth out four Leagues; North from it lieth the Iſland *Lundey*, which is a long Iſland, it lieth N. by W. and S. by E. At the Eaſt ſide of the Iſland you may ride for weſterly Winds in fourteen or fifteen Fathom, but on the Weſt ſide the Ground is foul.

Lundey

Four Leagues to the Eaſtwards of *Hartland* Point, S. E. by E. from the South end of *Lundey*, lieth *Biddeford* Sound, or Bay of *Barnſtable*.

Biddeford
and Barnſtable.

This is a barred Harbour, but water enough for a Ship of 300 Tuns at half Tide; to this Harbour belongs a great many good Ships, who trade to moſt parts, either of *America*, or *Europe*: you have good anchoring without the Bar, and when within, a very good Road off the Town of *Appeldore*, which is ſituated a little within on the Starboard ſide: Here the Harbour divides it ſelf into two Branches; the Eaſtermoſt goes up to *Barnſtable*, the other to *Biddeford*; the firſt is ſo filled up with the Sand, that it is difficult for a ſmall Veſſel to come ſo high as *Barnſtable*; but to *Biddeford*, a Ship of three Hundred Tuns, or more, may lie at the Key. *Note*, The Tide riſes 23 foot upon the Spring.

From the Point to the northwards of the foreſaid Haven, unto *Ilfordcomb*, the courſe is E. N. E. four leagues, being a Haven where remaineth at low-water three or four fathom. Before the Haven is alſo a good Road in eight or nine fathom at half-flood.

Ilfordcomb.

About 9 Leagues eaſt from *Ilfordcomb* is the Peer of *Minehead*, where ſmall Veſſels lie aground; 'tis a ſmall Fiſher-Town where you may have a Pilot to carry you to *Briſtol*.

Mine-head.

Eight or 9 leagues to the eaſtwards of *Ilfordcomb*, E. by

N. half northerly, lie two little Iſlands about 2 miles North and South one from the other, called the *Holms*; the northermoſt is called the *Flat-Holm*, which is low, and the ſouthermoſt the *Steep-holm*, which is a high round Iſland.

In the Fair-way, betwixt *Ilſordcomb* and the *Holms*, on the Engliſh ſide, and the Banks of the Welch ſide on the other; I ſay, in the midſt of the Channel, you will have 30, 25, 20, 18, 16, and 15 fathom, the nearer the *Holms* the ſhoaler water: when you come from the weſtward within the Iſland *Lundey*, then may you ſee the Land on both ſides, to wit, of *England* and *Wales*.

The Coaſt, from the Cape of *Cornwall*, to the *Holms*, is altogether clean, but the Coaſt of *Wales* is almoſt all foul and ſhoaly, from the Iſland *Caldy*, unto *Briſtol*, with many Banks, Sands, and Riffs that lie off.

The *Holms*, and the Iſland *Lundey*, bear W. S. W. and E. N. E. diſtant 19 Leagues.

Directions to ſail from Lundey *to* Briſtol.

The Iſland of *Lundey* lies in the Fair-way, paſſing up the *Severn* Channel to *Briſtol*, and a very free and large Paſſage on either ſide of it, that betwixt the Iſland and the Engliſh Shoar being bold, and without any danger; but the other towards the Welch Shoar is more difficult; for this Coaſt is very full of Sands, ſo that it's adviſable to keep not above 2 or 3 Leagues at moſt, to the North of *Lundey*, and paſs betwixt the two Iſlands, called the *Holms*, as aforeſaid.

To ſail through between the Holms.

For to ſail through between the *Holms*; you muſt keep neareſt the ſide of the *Flat Holm*, there it is deepeſt; with a large wind you may ſail ſo near alongſt by it, without danger, as to throw a Stone upon it; within, or to the Eaſtwards of the *Holms*, lieth from the Eaſt-land, a great ſhoal with a great tail ſhooting towards the Weſt, called the *Engliſh Grounds*, which (coming from the Weſt) you muſt be careful to avoid. For which you muſt ſet the *Flat-Holm* (when you are paſt it) S. W. from you, and keep it ſo, until that you ſhall have ſailed about a great League, look out then for a little Iſland which ſhall (being at the Eaſt ſhoar) lie almoſt thwart of you; upon it ſtand two Mills, and above upon the Main ſtandeth one: when the Mill that ſtandeth on the Highland, cometh to the Weſt-end of the foreſaid Iſland, you ſhall be paſt the tail of the foreſaid ſhoals, called the *Engliſh Grounds*, which are flat, ſo that you may ſail alongſt by them upon your Lead in three or four fathom, ſo near as you will. When the Mill (which then ſtandeth on the High-land) cometh between the foreſaid two Miles which ſtand upon the little Iſland, then ſhall you be altogether paſt the *Engliſh Grounds*; the Tides riſes here 7 or 8 fathom at the Spring, ſo that you may run then boldly towards the Engliſh Coaſt, and ſo cloſe alongſt by it as you pleaſe towards *Porſhut*, or *Port-ſhut*-Point: From the *Flat-holm*, to *Porſhut*-Point, in the Fair-way, you will have 14 and 15 fathom. The *Welch* ſide you muſt ſhun, and take very good heed of it, becauſe it is very uneven, and full of Banks that are ſteep too, which in many places do fall dry at low Water; you may not come nearer the Coaſt than in 12 fathom, for ſailing towards it, you ſhall have at one caſt ten fathom, and before you can recover, the next will be a ground; it is ſo alongſt from *Flat-Holm* till you come to *Briſtol*; being about *Portſhut* Point, you may anchor in *King-Road*, which is between the Point, and the River of *Briſtol*: You may anchor in good Clay Ground in eight or nine unto three fathom, as near the River as is convenient. They that are bound into the River are brought in by the Pilots.

The Holms

Portſhut-Point.

You may from thence alſo ſail in alongſt by the Coaſt to the River of *Severn*, which is alſo like the River of *Briſtol*, a fair River to ſail into. Thoſe who go further, either to *Briſtol*, or up the *Severn*, muſt at *King-Road* take a Pilot.

Directions to ſail out of Briſtol *to* Lundey.

For to ſail from *Briſtol* to *Lundey*, you muſt go away from *Porſhut* Point W. S. W. until that the *Flat-Holm* doth bear S. W. from you, or until the three foreſaid Mills do ſtand off a like diſtance one from the other, *viz.* That which ſtandeth on the High-land doth ſtand in the midſt between the other two, ſail then right with *Flat-Holm*, and very cloſe alongſt to the ſouthwards of it; and being paſt it, go then forth W. S. W. unto the Iſland *Lundey*.

About three leagues to the northwards of *Flat-Holm* lieth the Town of *Cardiff* in *Wales*, being a Tide Haven; before it is a good Road, as well for Ships that are bound to the weſtward as to the eaſtward, where you may lie Land-lockt almoſt for all Winds; to the eaſtwards and northwards of it lieth many Banks and Sands which fall dry at low water, ſo that they ſecure you from the N. E. to the S. E.

Cardiff.

He that is bound into the Road before *Cardiff*, coming from the Weſt, muſt run in betwixt *Flat-Holm* and the Point of *Cardiff*, which lieth to the ſouthwards of the Haven; and being come about the Point, then ſteer to the northwards up alongſt by the ſhoar unto the Road. About a Mile Weſt from the *Flat-Holms*, lieth a ſunken Rock, of which you muſt be careful.

Cloſe to the Point of *Cardiff*, to wit, to the weſtward of it, lie two little Iſlands, the one next to the Point is called *Silie*, the weſtermoſt *Barrey*; betwixt *Silie* and *Flat-Holm*, lieth a Rock S. E. and S. E. by S. from the Point, which muſt be avoided.

Silie and Barrey.

If you will ſail through into the Road of *Cardiff*, when it is high water, you may ſail over all that which at half Flood cometh not above water.

About five Leagues Weſt from *Cardiff* Point, lieth the *Naes*; to the weſtwards of it the Land falleth away firſt about N. W. then afterwards S. W. or S. W. by W. and ſo maketh a great Bay betwixt the *Naes* and *Wormshead*, where there are very good Roads for Weſt, N. N. E. and Eaſt Winds.

Naes.

From the *Naes* Point within the Sand is a good Channel 5 or 6 fathom Water; the Shoar beareth N. W. clear Ground; here you may ride in ſmooth water, from North to Eaſt. From the *Naes* Point to *Neath*, is above 5 Leagues, from thence to *Swanſey*, which as well as *Neath*, is a Haven for ſmall Barks; the Courſe is W. by S. 4 Miles. From *Swanſey* to *Mumble* Point, is a League and a half S. W. by S. between which two places is a deep ſandy Bay, where you may ride ſafe from a Weſt and North Wind, 3, 4, or 5 fathom Water. From *Mumble* Point runs a ſmall Ledg of Rocks, which you muſt, in going about this Point, beware of. S. E. by E. 4 Miles from this Point, is a great flat Sand, called the *Sarweather*, betwixt which, and the Point, is deep water.

Neath.

Weſt from this Point, is the Bay of *Penarſ*, where betwixt this place, and *Oxwith* Point, you ride ſafely, defended from a weſt and northerly Wind, in 7 or 10 fathom water.

Penarſ.

Weſt from the *Naes*, a little from the Shoar, lieth a great Bank, called the *Naes-ſand*, which lieth off from thence W. N. W. at leaſt five Miles from the ſhoar.

From *VVorms-head* likewiſe lieth off a Sand, which is very ſteep, called *Helwix*, about four Leagues S. W. by S. into the Sea. They that come from the Eaſtward, and would ride in the Bay betwixt the *Naes* and the *Worms-head*, muſt run alongſt cloſe by the Point of the *Naes*, through betwixt the *Naes* and the *Naes*-Sand: Likewiſe they that come from the weſtward, and are bound in there, may run cloſe alongſt by the Point of *Worms-head*, and the *Helwix*, it is betwixt them both a Mile broad; he that cometh out of the Sea, may come in between the foreſaid Banks or Sands, for it is there wide and broad.

Worms-head.

Worms-head is a Point lying far out, appearing a-far off, almoſt like *Old-head* at *King-ſale*, it goeth ſlooping towards the North; it hath in many places Chalky Spots, whereby it is very eaſy to be known.

About four Leagues to the Weſtward of *Worms-head*, lieth the little Iſland *Caldy*, whereupon ſtandeth a white Tower, ſhewing off at Sea like a white Sail, which is ſet there to know the Land by. Betwixt this *Iſland* and the Point of *Worms-head*, the Land falleth away with a great Bay to the Northwards unto *Carmarthen* and *Tinbuy*. In this Bay it is good Anchor-ground all over; on every ſide of the *Iſland Caldy*, you may alſo anchor, and have ſhelter for all Winds. A little to the Northwards of *Caldy* lieth a range of ſunken Rocks, called the *Wullox*. He that will ſail about the Eaſtwards of the *Iſland* to *Tinbuy*, may run cloſe about by it up to the Weſtwards, through betwixt the *Iſland* and the ſunken Rocks, leaving them on the Starboard ſide; or elſe he may run alongſt alſo to the Eaſtwards, and to the Northwards of the ſunken Rocks, leaving them on the Larboard-ſide, and ſo ſail to *Tinbuy*, and anchor there before the Town in five or ſix fathom; to the Eaſtwards and to the Northwards of the foreſaid Rocks, it is good anchorage in 6, 7, or 8 fathom; it is all there clean Ground, (and far off) ſhoal water. You may alſo ſail in through to the

Caldy. Iſland.

Tinbuy.

weſtards of the *Iſland Caldy*, *viz.* between the *Iſland* and Point of the Main, to *Tinbuy*, where it is narrow, yet clean and deep water.

Carmarthen. The River *Carmarthen* lieth from the *Iſland Caldy*, N. E. by N. diſtant four Leagues; the Channel for to ſail in there, lieth in E. N. E. on the eaſt ſide. On the ſouth ſide, is a great Bank which lieth off far from the ſhoar, the outer ſide going off flat. For to ſail in there, you may ſound it in alongſt by the Eaſt or North ſhoar, until you be come over the ſhoaleſt of the Bar, where it is, at half Flood, about fourteen foot water; and being over the Bar, again it will be four fathom; then you may run in by your Lead alongſt by the South Shoar, until you come within the River.

Gawens-Point. Four or five Leagues to the weſtwards of the *Iſland Caldy*, lieth St. *Gawens* Point, the South Point of *Wales*, by ſome called the *White Point*.

About a League weſtward of St. *Gawens* Point, lieth *Lenny* Point, by ſome St. *Patrick*; a Mile from which is a Rock, called the *Crow*, which appears at half Tide; and N. W. by N. is the Mouth of the famous Harbour of *Milford*, remarkable in its Entrance; by the *Iſlands* of *Scookham*, *Scaumor*, and *Greſhholm* on the Weſt, and *Sheep Iſland* at it's Entrance on the Eaſt, and *Rat Iſland* on the ſame ſhoar within, which maketh like the *Mew Stone*, entring into *Plimouth*, but not ſo big; beſide, you have the old *Light-houſe*, on St. *Anns* Point to the Weſt, and the *Block-houſe*, upon the *Cliff*, on the next Point upon the ſame ſide.

Milford-Haven. The Entrance of this Harbour is near a Mile and a half over, and the Channel deep, no danger, but what is cloſe alongſt the Cliffs, except a ſmall ſunken Rock, which is a quarter of a Mile to the Weſt of *Rat Iſland*, and at Low-water in a Spring Tide hath 17 foot water over it; between which Rock and the *Iſland*, is a good Channel of 4 fathom.. A Mile and half N. E. from *Rat* Iſland is a great Rock above-water, called the *Stake*, which is bold too.

Dale-Road. Angel-Road. After you are in on the Larboard ſide, is the Road, called *Dale-Road*, where you lie Landlockt in 3 fathom at Low-water; and on the Starboard ſide, above the *Stake*, is *Angel-Road*, where you anchor in 4 fathom at Low-water: from this place 10 Miles up this River you may anchor from 13 fathom, to 3 fathom at Low-water.

A little to the weſtwards of *Milford*-Haven lieth two little Iſlands, the Southermoſt is the ſmalleſt, called *Scookham*; the Northermoſt *Scaumore*. About two Leagues N. N. W. or N. W. by N. from thence, lieth the Iſland *Ramſey*: Between theſe Iſlands is a great Bay, called the *Broad-Bay*. *Ramſey* lieth at the North Point, and *Scaumore* at the South Point of the Bay: there is ſafe Riding (from any Winds from the North, Eaſt about to the South) in 7, 8, and 9 fathom. Upon the North Point of this Bay lieth a little Town, called St. *Davids*. To the Northwards of it lieth the Coaſt of *Wales*, alongſt N. E. unto *Cardigan*.

caumore. amſey. raſholm. Near two Leagues W. S. W. of the Iſland *Scaumore*, and above three Leagues S S. W. from *Ramſey*, lieth the little Iſland *Graſholm*, which is a round clean Rock: About two Leagues from it, two little Iſlands, which are very foul, called the *Smales*. The lying of them, with the dangers thereof you may read in the Deſcription of *Ireland*.

Betwixt which at equal diſtance, lie two ſhoals of Rocks, the one, which is near a League W. from *Greſholm*, called the *Barrel*, is ſome part ſeen at half Tide, the other about the ſame diſtance farther Weſt, called the *Hats*, ſhews it ſelf at Low-water, but water enough betwixt them.

Biſhop ith his lerks. On the North ſide of the Iſland *Ramſey*, lieth the *Biſhop with his Clerks*; theſe are Rocks which lie off to the North Weſtward of the Iſland a League from the ſhoar into the Sea. About five Leagues N. W. or ſomewhat northerly from *Ramſey*, lieth another great Rock, called *Maſcus*, which is all foul round about, with many ſunken Rocks; he that cometh to lie by, or ſail thereabouts, muſt take very good heed of them.

The Iſland *Ramſey*, or the North Point of *Wales*, and the South Point of *Ireland*, lie about E. S. E. and W. N. W. diſtant 16 Leagues. y.

There is a Channel for ſmall Veſſels betwixt the Iſland of *Ramſey*, and St. *David*'s Head of 10 fathom, but very narrow at the North, through which runs a great Tide.

ardigan. The Coaſt of *Wales*, from the *Biſhop* and his *Clerks*, tends North Weſt, where you have a bold ſhoar 22 Miles to *Cardegan* Iſland, off which is 10 fathom water; to the South of this Iſland goes in the ſmall Haven of *Cardigan*.

From this Iſland to *Barſey* Iſland, the Courſe is 11 or 12 Leagues North; theſe two Points make the great Bay of *Cardigan*, in which are ſeveral ſmall Havens, moſt of them barred, as *Aberarthe*, *Lancuſteed*, *Aberyſtwy*, *Aberdovy*, and *Barmouth*; all of them places of ſmall Trade, and not fit for Ships of any Burthen. To the North of *Barmouth* is the Bay of *Pulhelly*, where there is good anchoring in 5, 7, and 10 fathom water; on the Weſtermoſt Point of this Bay is two ſmall Iſlands, called *Stidwall* Iſlands, where you may ride ſafe, and landlocked from the Weſt and North Winds. Stidwall-Iſlands.

Three Leagues Weſt from theſe Iſlands is the Iſland of *Barſey*; between which and *Stidwall* Iſland, you have good anchoring, eſpecially in the Bay of *Aberdaron*; at the Entrance of which is a ſmall Iſland on your Starboard ſide, going in.

Twelve Leagues N. by E. from *Barſey* is *Holy-head*; between theſe 2 Points is *Carnavan* Bay; you may ride in the bottom of this Bay in 10, 7, 6, or 5 fathom off the Bar of *Carnarvan*. Holy-head.

Barſey Iſland has a Shoal of Rocks on the South Point, and foul Ground between that and the *Main*.

N. E. and by N. 10 leagues from *Barſey* Iſland is *Carnarvan* Bar, which is the South Entrance of the River, which cuts off the Iſland of *Angleſy* from the *Main*; through which you may paſs to *Beaumaris*, which is ſituated towards the North Entrance of this River upon the Iſland of *Angleſy*. Carnarvan Bay.

This Paſſage would be more frequented if it were not for a ſhallow and dangerous Paſſage about the middle, called the *Swilly*, which you muſt paſs at ſlack Tide.

The Mark for going over this Bar (on which you have 9 foot at Low-water) is a Hill at the North of *Carnarvan* Town, with a little Houſe ſtanding on a low ſandy Point on the Weſt ſide of the Harbour: Bring theſe two Marks in one, and you may run (as far as the Ferry-houſe, which ſtands on the Eaſt Point) in about 3, 4, and 5 fathom at Low-water; note, that the Tides riſe 24 foot.

About N. W. from this Bar, to the Eaſtermoſt part of *Holy-head* Iſland is 10 Miles; this Shoar is all foul and dangerous, and the Gut which parts *Holy-head* from the *Main* is not paſſable.

From the Eaſt Point you may ſteer alongſt the ſhoar N. W. and may ſail without danger, until you come the length of *Holy-head*, except half way the length of this Iſland lies a Ledg of Rocks, called *Fiſhers Rocks*, which lie near half a Mile from the Point betwixt St. *Fraids*, and *Porthbaverch*-Bay. Upon the Weſt end of this Iſland are 3 Points, Southermoſt of which is clean; upon the other 2 are two ſmall Iſlands, which are called by the Names of the *South* and *North Stacks*; theſe Iſlands are bold too, near which you have no leſs than 18 or 20 fathom.

When you are about the North Point, and have ſailed a Mile into the Bay; ſteer Eaſt half Northerly above a league until you are paſt the Iſland *Cubby*, for fear of a Ledg of Rocks, called the *Platters*, upon which is but 3 foot at Low-water; when you are paſt this, you may vere into the Bay if you pleaſe, until you come into 3 fathom water; this Bay is very foul, and dangerous on both ſides.

Two large Leagues from the North Point of *Holy-head* Iſland N. W. is *Carran* Point; you have in this Courſe no leſs than 16 and 22 fathoms of Water, and good Sholding and Anchoring farther into the Shoar.

Weſt and by North half Northerly, half a League is an Iſland, called the *Skerries*, betwixt which Iſland and the Point is 17 fathom, and above a quarter of a Mile Eaſt from the *Skerries* Iſland is a Ledg of Rocks, called the *Platters* 3 foot deep at Low-water; betwixt that Shoal and the Iſland is 6 or 7 fathom Water; you may ſail round within a Cables length of this Iſland, and have no leſs than 6 or 7 fathom.

Within *Carren Point*, half a Mile from the Shoar, is a ſmall round Rock, always above Water, called the *Weſt Mouſe*; a Mile to the North of this is a ſunken Rock or Shoal of 6 Foot Water, called *Cole*; between theſe two the Paſſages is of 18, 19, and 20 Fathom Water.

When you have paſſed the *Weſt Mouſe*, your Courſe is E. S. E. to *Prieſtholm*, a League in your way is *Eaſt Mouſe*, another ſmall dry Rock, which you leave on your Starboard ſide.

Prieſt-holm is a ſmall Iſland, lying on the Eaſt Point of *Angleſey*, called *Twyndu*. The Bay of *Beaumaris* is broad at its Entrance, but very narrow at *Bangor*; and no leſs is the Channel at the Entrance; for although it be 4 Miles and half at the Rivers mouth, the Sand, called the *Levan*, which comes from the Eaſt Shoar dryes ſo far at Low-water, that the Channel betwixt the *Prieſt-holm* is ſcarce a Mile over; and the Rocks which ſtretch themſelves from the South Beaumaris;

end

end of this Iſland comes half Channel over ; you muſt go in to the Eaſtwards of this Iſland. At Low-water you have 2 Fathom betwixt thoſe Rocks and the Sand ; ſo that keep in cloſe by the Sand in 2 fathom, you may ſhun the Rocks, upon which you have no more than 9 foot; but at high Water you have 5 fathom and a half, for it riſeth 24 foot : the Tide runs very ſtrong here upon the Flood and Ebb, ſo that the beſt time to go in is at ſlack Water.

You have a good Channel betwixt the Iſland and *Tayndu* Point, but its very narrow : To go into which, you muſt keep in the middle of the Channel, for from the North ſide of this Point is a Ledg of Rocks *N. N. E.* into the Sea, for which reaſon you muſt give that part of the Point a good Birth ; therefore when you are half a Mile from the Shoar, and bring *Twindu* Point to bear E. by S. from you ; ſteer in E. will carry you ſafe ; you ſee a round Rock (which at half Tide is bare) on your Larboard ſide ; from this Rock there runs a Ledg of ſunken Rocks *S. S. E.* half a Mile ; ſo that this Courſe will carry you clear of all into 5 fathom Water ; then may you run up to *Beaumaris*, and anchor as near the Town as you pleaſe, keeping in the middle of the Channel.

To ſail into Conway.

Conway.

If you come about Great *Ormes-head*, you muſt ſteer ſouth, until you bring *Caſtle-hill*, *E.* and by *S.* then have you the Hill to the Southward of the Ware-houſe, which ſtands at the Point of the *Marſh*, and are clear of the Tail of *Conways* Sand ; run in *Eaſt* ſomewhat Northerly, until you bring the *Eaſt* end of the Iſland, which is off the Town, with the Point of *Caſtle-hill*, upon which you will ſee 2 Houſes ; when you have thus done, you may ſail up to the Town, or come to an Anchor againſt the Point, which is the North of the Town, in two fathom and a half at Low-water.

To ſail over Cheſter *Bar.*

Cheſter.

Cheſter is a place, which by reaſon of the difficulty of the Navigation to it, has loſt it's former Trade, which is now Tranſplanted to *Liver pool*, a Town ſituated a large League (on the Eaſt ſide) from the Mouth of the River *Merſey* : For the ſhallowneſs of the River *Dee* is ſuch, that no Veſſel of ny Burthen can go up to the Town, neither is there any other place in this River, where they can conveniently land their Goods, and in ſafety ſecure the Veſſels.

This River is 5 Miles over at the Entrance, and ſo gradually looſeth it's breadth, until it comes to *Cheſter* ; ſo that having no Windings and Points to ſecure the Ships, they are expoſed to the Rage and Fury of the N. W. Winds, and by reaſon of its great breadth, the Streams of *Dee* cannot cleanſe it, ſo that there are many ſmall Sands, and flat Shoals in it.

Before this River lieth a great Sand (called the *Hyle*) directly before the Mouth of this Harbour, or River *Dee*, which ſtretcheth it ſelf from the Eaſt Point, W. by S. 12 Miles even alongſt the Shoar, which is on the Weſt of this River betwixt this Sand (which is dry at Low-water, and never all covered at High-water) but in the Spring Tides ; (and the great Flat which comes from the Shoar is the Channel you muſt paſs through) to come into the River *Dee*.

About the Entrance of this Channel, which is 5 Miles Weſt from the Point of *Aire* (which is a flat ſandy Point, and the Weſterward Point of the Harbour) the Sand of the Shoar is a Mile and half from the Land ; ſo that the Channel at this place is but a Mile over ; in the middle of which is a ſmall Sand, called the *middle Patch*, which divideth it into 2 Channels ; the South, (which is the broadeſt of the two,) has 9 foot at Low-water, the Northermoſt 15 foot ; this they call the Bar of *Cheſter*.

Cheſter-Bar.

To ſail over this Bar (which lieth betwixt 5 or 6 Leagues Eaſt from Great *Orme-head*) is to keep the two Hills of great and little *Orme-head*, juſt open one with the other ; this will bring you upon the South Channel, and when you have the middlemoſt of the 3 Hills upon the South Shoar, South from you ; you are then upon the Bar, where at Low-water you will have 9 foot, and as ſoon as you are over you will have 18 foot ; note, that the Tide liſteth, or riſeth 26 or 28 foot upon the Spring, and 20 at the *Neep*.

After you are over the Bar you may continue your Courſe between the *Hyle* Sand and the *Main* (which Sand as before is always dry at Low-water) until you come up with the low ſandy Point of *Aire* ; and ſo far open it, that you may ſee all the Land to the Eaſt and South of it, then are you near the North Tail of the Sand, called the *Bug*, which lieth dry at half Tide, to the *Moſtyn* ; Weſtward of which you may ſail into *Wild Road*, and *Moſtyn Mark*, where you may anchor in 3, 4, or 5 fathom.

Wild Road and Moſtyn Mark.

Dortpool and Neſſon

To the Eaſtward of this Sand you may ſail into *Dort-pool* or *Neſſon* ; you muſt keep (in ſailing to *Dort-pool*) near the *Bug* Sand to avoid the Out-ſcars, which appears at Low-water ; they lie off *Kerby* Church, half way betwixt the Shoar and *Bug* Sand.

Hyle-lake.

At the eaſt end of *Hyle* Sand is a good Channel, which is called *Hyle-lake*, where Ships may ſail through into this Harbour, or ride ſafe in any Weather ; this Channel, or Road, is made by the Eaſtermoſt end of *Hyle*-Sand, and a Sand which joins to the *Main*, which ſtretcheth it ſelf to the eaſtward of *Hyle*-Sand about 3 Miles N. N. E. until it come to a Point and Riff, and then runs to the eaſt ; unto the weſt Point of the River *Merſey*, this Sand is called the *Dove*.

To ſail into *Hyle*-lake, you ſee 2 Mills within the Land ; the northermoſt of which is called *Cauldy* Mill ; you muſt bring this Mill over *Grangwood* ; then may you run up this Lake, ſo far as *Red-Rock*, or *Helbre* Iſlands, where you have ſeven and five fathom Water at Low-water, free from all danger.

To ſail in to Liverpool.

If you go over the Bar (which is dry at Low-water) you may anchor in *Hyle Lake*, until you have Water enough to go over ; here the water riſeth 28 foot at the Spring, and 21 the Neep : when you are out of the *Lake*, and above the Tail of the *Dove*, ſail in *E. S. E.* until you ſee a Mill on the eaſt ſhoar, which is called *Bootle Mill* ; above which (in the Country) you will ſee a row of Trees, the middle of which is the biggeſt, bring right with the Mill ; then may you ſail clear of the *Burbo* (which is the Sand on your Larboard ſide) and come near the Perch, or Pole, which is placed upon the outermoſt Rocks that lie off from the Point, and upon the edg of the Bar ; when you have paſſed this, you may run up to *Liverpool* without any danger.

Liverpool.

There is another Channel betwixt the *Fromby* and the flat Shoals of the *Main*, where you may ſail alongſt the *Fromby* in 3, 4, or 5 fathom Water.

Pille of Foudry.

Ten Leagues North from this, is the *Pille* of *Foudry* ; its a long narrow Iſland, which lieth along the ſhoar upon the North Point of the Bay ; going into *Lancaſter*, to the eaſtward of the ſouth Point, you will (upon the *Main*) ſee a Caſtle ; and eaſtward of that, near the ſhoar, you will diſcover a ſmall Iſland : when you are 3 Leagues, or 3 and a half off, bring this Caſtle N. N. E. and by that Courſe you run in between the Sand in 5, 4, 3, and 2 Fathom water.

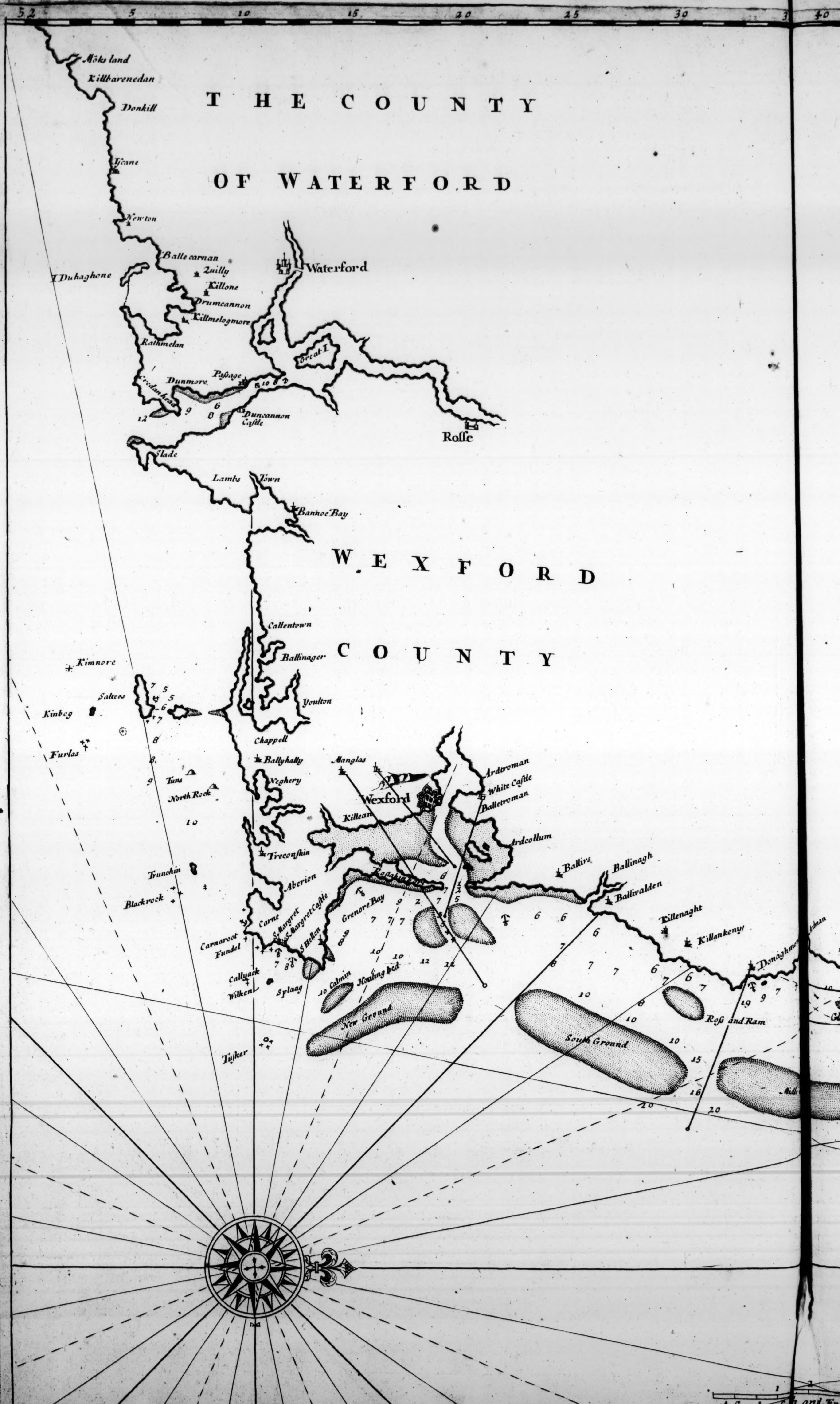
Bees-head and Whit Haven.

Twenty Leagues North from *High-lake* is St. *Bees Head* ; and 3 Leagues North from that is *White Haven*, which is a dry Harbour, and ſmall Peer, which of late is become a place of conſiderable Trade to moſt places, as well in *America*, as to *Ireland*, and other places in *Europe*.

South Weſt from St. *Bees Head*, is the South eaſt Point of the Sand, called King *William-Sand*. This Sand lies N. W. by W. about 6 Leagues in length ; you have upon it at the South eaſt end 11 fathom, then 9, 7, 6, 3, 2, 7, 8, 9 ; and ſo ſoon as you come to the N. W. end 12 fathom, then the North Point of the Iſland of *Man*, bears *Eaſt* from you two Leagues off.

From *Holy-head*, to the South Point of the Iſland of *Man* is 13 Leagues North, betwixt which you have 18, 30, 33, and near that Iſland 25 fathoms.

From St. *Bees Head* Weſt Southerly, is the North Point of the Iſland of *Man* 11 Leagues ; here you have 5, 6, 7, 9, 10, 11, 12 fathom, and near the Iſland 10 and 5 fathom, here is good anchoring in any part of this Sea.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Dunmore
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Great I.
Duncannon Caſtle
Roſse
Slade
Lambs
Town
Bannoe Bay
WEXFORD
COUNTY
Callentown
Ballinager
Youlton
Kimnore
Saltees
Kinbeg
Furlas
Chappell
Ballyhally
Neghery
Tuns
North Rock
Manglas
Wexford
Killean
Ardtroman
White Caſtle
Balletroman
Ardcollum
Treconſhin
Trunchin
Blackrock
Aberion
Carne
S. Margret
S. Margret Caſtle
Carnaroot
Fundel
S. Hellen
Grenore Bay
Ballirs
Ballinagh
Ballivalden
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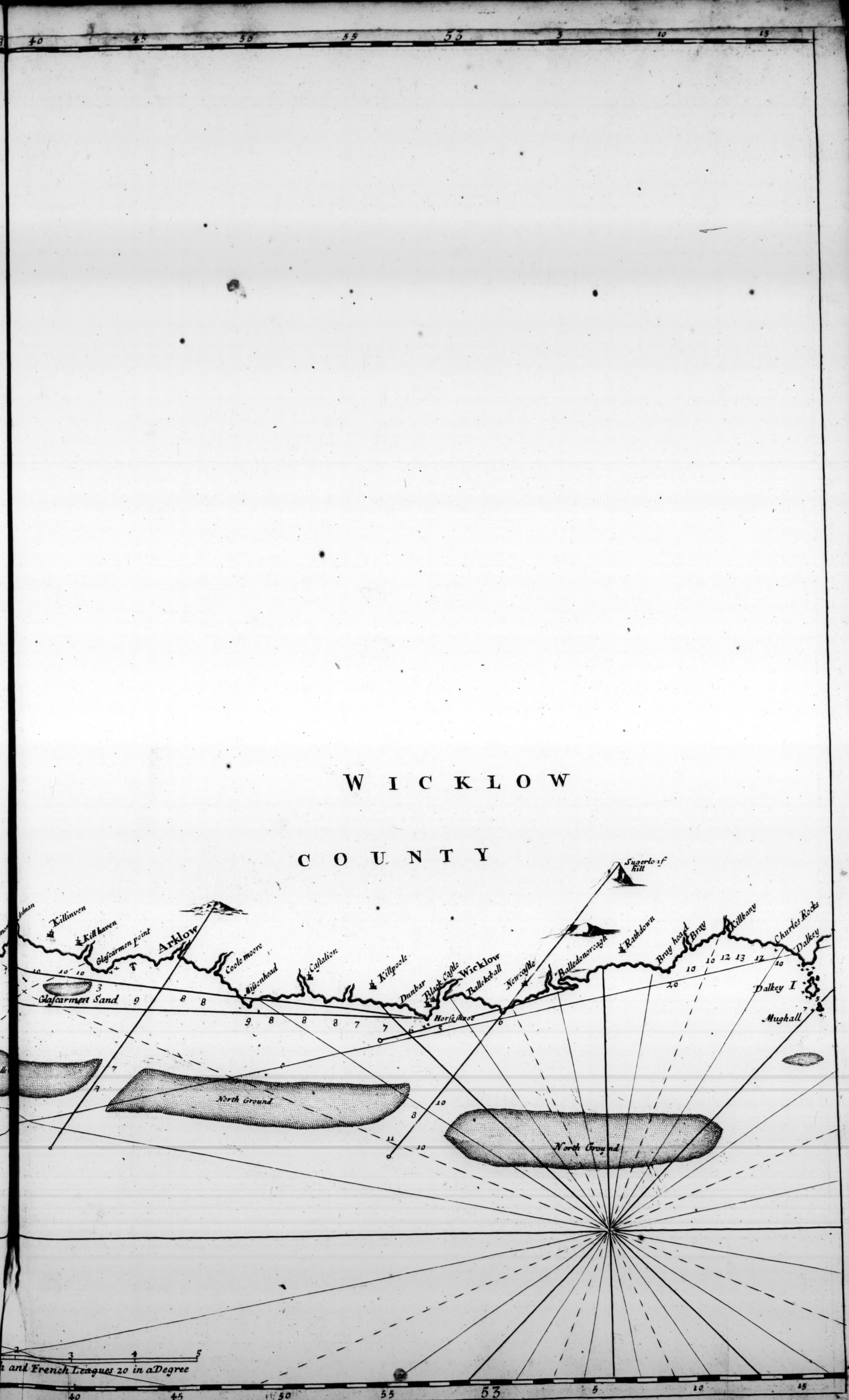
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COUNTY
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Kill haven
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Arklow
Coole moore
Miſsenhead
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Killpoole
Dunbar
Black Caſtle
Wicklow
Ballekeball
Horſeshooe
Newcaſtle
Balledonoreagh
Rathdown
Bray head
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North Ground
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h and French Leagues 20 in a Degree

BRITISH MUSEUM

A Deſcription of the Sea Coaſts, round the Kingdom of
IRELAND.

Chap. I. *Between* Waterford *and* Dalkey.

I*Reland* being furniſhed with many extraordinary good Harbours beyond any other Kingdom in the World, and is alſo naturally extreamly well ſcituated for Trade; it were to be wiſh'd that the Publick would be at the charge of an actual Survey of the Sea-Coaſts: In the mean Time, I ſhall from what has been already printed, and from ſeveral Journals and Informations I have procured, give the beſt Inſtructions I can to thoſe who have occaſion to viſit thoſe Ports and Harbours for Trade, or for thoſe who by contrary Winds and Weather may be driven on that Coaſt, aud would be glad to have Directions where they may have a ſafe Harbour.

From the Lands-end of *England* to *Waterford*, the Courſe is N. N. W. with that Courſe you ſhall fall right with *Waterford:* But from *Silly* to *Waterford*, the Courſe is N. by W. ſomewhat northerly, 40 leagues: betwixt both it is all owſey and ſoft Ground.

Nine or ten leagues from *Ireland*, in the *Offing*, lyeth a Sand-bank of 40 fathom deep, where commonly Fiſhermen lie to fiſh; that is a certain mark of the diſtance of the Land, which when you find it in clear weather, you may ſee the high Mountain of *Dungarvan*.

Haven of Waterford

The Haven of *Waterford* lyeth about eight leagues to the weſtwards of the S. E. Point of *Ireland*, being called *Carnaroot*; the Coaſt betwixt both lyeth E.N.E. and W.S.W. and ſheweth it ſelf in the *Offing*, within the Land, with high Hills two and three double one above the other; but by the Sea-ſide it is all low-Land, where you may ſee many flat Towers upon it as you ſail alongſt by it.

The Eaſt Point of the Haven is low and rocky, but it is clean, upon which ſtandeth a high white flat Tower, called the Tower of *Waterford*, which you may ſee far off at Sea, and is a perfect mark to know this Haven by; there are many more flat Towers to the weſtwards alongſt the Coaſt, but this is better to be ſeen than all the reſt, becauſe it is White and higher than the other.

The Weſt Point is a high and foul Point, there lyeth a Shoal S.S.E. off into the Sea; from it the Channel is broad and clean, without it, it is 11 and 10 fathom deep, and in the Havens Mouth 7 fathom, and ſomewhat farther in, 6 fathom; it lyeth in North, and N. by W.

Within the Eaſtermoſt Point of this River, is a good Road in four or five fathom; a league within the Rivers Mouth there lieth, on the weſt ſide, a ſteep Point, from thence beginneth a Shoal, lying to the northwards, alongſt the Shoar, unto the ſteep Point of *Paſſage*, and ſhooteth over from that Point with a tail towards the Eaſt Shoar.

Paſſage is a Village where Men paſs over, lying on the weſt ſide of the River, a little to the northwards of the foreſaid ſteep Point.

Betwixt that Village, and that Point on the weſt ſide, is a good Road, very fit as well for them that are bound out, as for them that are bound up.

In ſailing up, you muſt take heed of a little Shoal that lieth off by a *Caſtle*, (ſtanding on the Eaſt ſide of the River) ſomewhat thwart over the River downwards; at high-water there is no more than two foot water upon it, you may eaſily prevent this danger by keeping your Lead.

About half a league northwards up the River from *Paſſage*, this River divides it ſelf into two Branches, the one towards the North, which goes to *Roſs*, from whence it derives its Name, the latter Weſt, which runs through the Town of *Waterford:* It flows here E.N.E. and without the Harbour E. by N.

Carnaroot Point.

About half way betwixt the Haven of *Waterford* and the Point *Carnaroot*, lie two little Iſlands, about half a league from the ſhoar, called *Saltees*, the ſouthermoſt is the greateſt, and lyeth diſtant from the Tower of *Waterford*, directly Eaſt, almoſt three leagues. Betwixt theſe two Iſlands you may ſail through in 5, 6, and 7 fathom, but you muſt keep neareſt the ſmalleſt or northermoſt Iſland, for to avoid ſome ſunken Rocks that lie at the North end of the great Iſland, which at low-water are dry. This I have had experience of my ſelf.

From the northermoſt, or ſmalleſt Iſland of the *Saltees*, towards the main Land, lieth off a ledge of Rocks, where People were wont to go over on foot, but now a Ship may ſail over them.

Saltees.

For to ſail betwixt the *Saltees* and the main Land, you muſt leave two thirds of the diſtance of the water from the Iſlands, and one third part from the Main, and you ſhall have at low-water, about two fathom.

Kinbegh Rocks.

About half a league without the ſouthermoſt Iſland of the *Saltees*, lieth a Rock above water, called *Kinbegh*, and S. W. about ſo far from it, and S. by W. from the South end of the *Saltees*, lieth a ſunken-Rock called *Kilmore*, of the bigneſs of a Ship, which at half Ebb is above water; it is ſo ſteep, that a man may lie with a Ships ſide againſt it, and have fourteen fathom water, ſo that (without any danger) you may ſail alongſt by it as near as you pleaſe.

You may alſo (if need require) ſail through betwixt *Kinbegh*, and the greateſt Iſland of the *Saltees*, but to ſail without is the ſecureſt.

Frail's Rocks.

To the eaſtwards of the Rock *Kinbegh*, S.E. from the greateſt Iſland of the *Saltees*, are ſome ſunken Rocks called the *Frails*, which may be ſeen at low-water, you may alſo ſail through within them; N. E. from the *Saltees*, lie alſo Rocks, the ſouthermoſt of which is called the *Tuns*, and the northermoſt the *North Rock*.

N. N. E. from the greateſt Iſland of the *Saltees*, or *Kinbegh*, and S. W. by S. from *Carnaroot*, lieth a Rock above-water, called *Black-Rock*, that is clean and clear round about, ſo that a Ship may ſail round about it without fear of danger. But a quarter of a league eaſtwards from it lieth a ſunken Rock called the *Barrel*, of which you muſt take heed.

Under the Iſlands of both the *Saltees*, a Ship may ride under the greateſt at the North-weſt ſide, neareſt the North end.

The mark to know the Road is, a black Rock like a Boat turned up ſide down, right againſt that you muſt anchor in 7, 8, or 9 fathom; there it is good ſandy Ground and Landlockt for an E. S. E. a S. E. and South Wind; S. W. Wind bloweth alongſt the ſhoar. If you anchor nearer the ſhoar in 5 fathom or thereabouts, there it is rough Ground.

Under the ſmalleſt Iſland a Ship may ride at the Eaſt ſide in ſeven or eight fathom, ſo that the North Point of the Iſland lie N.N.W. from you; there you ſhall lie near Landlockt for South-weſt and North-weſt Winds.

From the Point of *Waterford*, the ſhoar lieth to the eaſtwards, within the *Saltees*, E.N.E. unto *Carnaroot*, with many Bays, and all owſey and black ſandy ground. A man being acquainted there, ſhould, at a need, in many places find good Roads; there is nothing that can hurt you, except a foul place a little to the weſtward of *Carnaroot* cloſe by the Shoar.

To avoid the foul Grounds off the Tees, *or* Saltees.

Saltees.

He that cometh out of *Waterford*, and will go about to the ſouthwards of the *Saltees*, muſt not go more eaſterly than E.S.E. for to go clear of the foul grounds which lie to the ſouthwards of the *Saltees*; and when the *Saltees* ſhall be North of him, then lieth the courſe from thence to the *Tusker*, directly N.E. or a little more eaſterly.

But for to ſail alongſt without the *Tuskar*, you muſt go at leaſt N. E. by E. to go clear of it.

Tuskar Rock. The *Tuskar* is a great black ſmooth Rock, lying like unto a Ship turned up-ſide down, but is about twice ſo great; at the North ſide of it lie alſo two ſmall Rocks under-water.

The *Tukar* lieth from the Point of **Grenore** S. E. by E. and E.S.E. diſtant one league: From the *Saltees* N.N.E. four leagues and a half; from *Black-Rock* alſo E.N.E. two leagues and a half; and from the Lands-end of *England* N. by W.

S. E. by S. about ten leagues from the *Tuker*, lie two little Iſlands cloſe one by another, (and about four leagues from *Graſholm.*) called the *Smals*; at high-water and Spring tides, the water floweth over them, the northermoſt is called *Scakum*, and the ſouthermoſt is called *Kamey*; there lie off in the Sea two little ſhoals from them, the one N.N.W. and the other S.S.E.

Smals. Betwixt the *Smals* and *Graſholm* lieth alſo a ledge of Rocks, which at low-water may be ſeen above water. It is not without great danger to go through betwixt them both, eſpecially with Calms, by reaſon of the Tide that runneth very ſtrong through; an E.S.E. Moon maketh high-water without the *Smals*.

Maſcus. From the *Tuker* E. by S. about eight leagues, lieth alſo a great Rock, with many ſmall Rocks round about it, called *Maſcus*. He that cometh from *England*, and will ſail towards *Ireland*, muſt take great heed thereof, eſpecially when as through weſterly or northerly Winds he ſhall be driven a little to the eaſtwards of the courſe.

For to anchor under the Point of *Carnaroot*, coming from the Weſt, you muſt take heed to come no nearer the ſhoar then in ſix fathom, until that you ſhall be paſſed by the high Hill that lieth to the weſtwards of the Point, when you ſhall have brought out the Mill to the eaſtwards the length of a Capſtan-Bar, then you may anchor in nine fathom; there is very good riding.

St. Margets Bay. From *Carnaroot* to St. *Margets*-Bay, the ſhore lieth along N.E. one league; it is betwixt both rocky and foul, but the foul Ground lieth not far off at Sea.

For to keep clear without it, you muſt keep ſo far off the ſhoar that you may ſee the tops of the double Land within about the Cliff-land, and you need not fear; but if you come ſo near the ſhoar that the double Land within be covered of the foremoſt Cliff-land, or that thereby it get out of your ſight, you ſhall then ſurely ſail upon the foreſaid Rocks.

By St. *Margets*-Bay, upon the foreſaid Land, ſtandeth a Gentlemans Houſe in the Hills; when you have brought that with the Mill that ſtandeth within, one in the other, then you may go into the Road, and leave the Rocks which lie above-water half ways over the Bay, either on the Starboard or Larboard of you; anchor there in five or ſix fathom, ſandy Ground.

About S.S.E. from St. *Margets* Bay, off at Sea, lies a ſunken rock, called *Caliach*, which is dry at low water.

For to avoid it, take heed unto theſe Marks; when you come from *Carnaroot*, and have the *Black Rock* with the great Iſland of *Saltees* one in the other, and keep them ſo, and then ſail on N.E. you ſhall go right upon this ſunken Rock.

Black Roc For to go to the ſouthwards of it, Then keep *Black Rock* with the ſmalleſt Iſland of the *Saltees* one in the other; or elſe to go to the northwards of it; keep *Black Rock*, without, or to the eaſtwards of the great Iſland, and then you ſhall not need to fear any danger of this ſunken Rock.

From St. *Margets* Bay, to the Point of *Grenore*, the Coaſt lieth N.E. half a league.

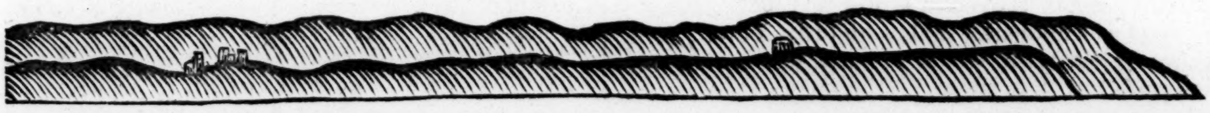
The Point of *Grenore* is not very high, but ſteep and flat, at the top; from this Point goeth a Shoal about a qnarter of a League, E. by S. very full of ſmall Stones, and at low-water dry.

Thoſe who come from the Southward, going for *Wexford* or *Dublin*, go in commonly betwixt the *Tusker* and the foreſaid Rocks of *Grenore*.

For him that will be his own Pilot, we will deſcribe all the Marks that are to be taken heed of, as well for to ſail into *Grenore*, as alſo into the Haven of *Wexford*, as they are now at this time; and hereby do adviſe that they may not always continue ſo, for by reaſon of the great Floods and Currents the Channels ſhifts more Northerly.

Grenore Point. Coming out of the Sea, about a League or two, near unto *Grenore*-Point, you ſhall ſee the high ragged Land above the ſaid Point, which (as aforeſaid) is not very high, but flat at the top: by that ſaid high ragged double Land, within you may know the Entrance of the Channel of *Wexford*.

When you have ſight of *Grenore*-Point, you may boldly ſail in with it, until that double Land ſhew it ſelf by Eſtimation, about a Man's length above the Point of *Grenore*, as it is ſhewed in this Figure.



Then are you far enough from the Shoar, and in no danger of the Shoald of *Grenore*; or elſe you may come no nearer than ſix or ſeven Fathom; but for need, you may borrow of the Shoal in five Fathom, or four and a half; but you muſt take heed that you go not ſo far off from it, that you have more than eight or nine Fathom deep, otherwiſe you will come too near the Bank, which lies to the Northward of the *Tuskar*, which on the inner ſide is very ſteep and needle too; for upon it is no more than 12 foot Water, and cloſe by it 10 fathom deep.

Grenore Shoald. If you keep the aforeſaid ragged Highland, a Man's length above the Land of *Grenore*, and ſail to the Northward ſo long, until you bring a Highland without, or to the Northward of the ſteep Point of *Grenore*, then are you yet right againſt the Shoal, and muſt continue ſailing to the Northwards, keeping the Mill that ſtandeth near to the Point of *Grenore*, ſo that you may ſee the top of it over the Point, when you keep it ſo, you ſhall not be in any danger of the Shoal or Riff; and as ſoon as you ſee the Caſtle (which ſtands a little without the *Strand*) come without the Point of *Grenore*, then may you ſail boldly towards by your Lead, into the Bay of *Grenore*.

The ſaid Mill ſtanding upon the Land of *Grenore* a little within the Land, may ſerve for a Mark, not to come too near, as well to the Shoar, as alſo to the Shoal or Riff; for if you come not ſo near the Shoal, as you looſe the Mill out of your ſight,, but keep ſo far off that you keep in ſight of it, then are you far enough from the Shoar, and from the rocky Shoal or Riff: and when the Mill comes to bear S. W. and S. W. and by S. from you, you are paſt the Shoal or Riff; ſteer then N. W. by W. and N. W. (as the Wind and Tide ſhall be) into the Bay of *Grenore*.

Or elſe you may obſerve another Mark; ſail on ſo long N. until a long black Houſe come out to the Weſtwards of *Grenore*, upon the Lowland, the which ſheweth like a black Rock upon the Land: Then may you luff into the Shoar in 4 or 5 fathom alongſt by the Riff, and run in ſo, until you get into ſix or ſeven fathom, and preſently afterwards, into 8 or 9 fathom deep, but afterwards its ſhoal by little and little, as you come near the Shoar.

If you have a large Wind, then ſail ſo long to the Northward, until you ſee another black Houſe come without the Point, ſail then unto it, and you ſhall go clear of the Riff.

In the Bay is Shoal-water, you may lie ſo near the Shoar as you pleaſe, either in ſix, five, four, or three fathom, and there may you have a Pilot to carry you into *Wexford*.

For to ſail out of Grenore Bay *to* Wexford.

For to ſail out of *Grenore-Bay*, towards *Wexford*, with a Ship that draws little Water, you may boldly run alongſt the Shoar, and ſail through betwixt *Henman*'s-*Path*, and the *Sounder* in the Channel (at ordinary Tides at High-water) is 8 foot, but at Spring Tides 10. Haenma Path.

Sounder. The *Sounder* is the ſouth Point of the Mainland of *Wexford* Haven.

But if your Ship draw more Water than 8 foot, you muſt (going out of *Grenore-Bay*) ſteer farther off the Shoar, and go without *Haenman*'s Path, which is a dry Sand and lies off the South Point of this Haven, but you muſt be careful you ſail not too far to the Eaſtward, leaſt you fall upon the Banks, which lie without; therefore keep no farther off than in 10 or 12 fathom, for theſe Banks are ſteep too. If you deſire to paſs to the Northwards of theſe Sands, then obſerve this Mark; to the North of *Wexford* is a high Hill, with a round Hommock, which is to be ſeen over the Lowland, upon which ſtands a Caſtle a little above the *Strand*, appearing as it were againſt the Land; bring that Hommock

a little

a little to the North of the Caſtle; this Mark will keep you clear of *Haenmans* Path; you may, if need require, upon a bare Wind, borrow ſo much as to bring them together, but if you ſhall open the Hommock to the Southward of the Caſtle, you cannot clear the Sand.

If it ſhould happen that you cannot ſee theſe forementioned Marks, then you may go about the Sands by your Lead in 7 fathom water without danger.

Haven of Wexford.

Haenmans Path, as we ſaid before, is a dry Sand, lying before the Haven of *Wexford*, and upon the North of it lieth another Sand of the ſame bigneſs, called the North-ground, betwixt theſe two Sands is the deepeſt Channel going into *Wexford*, for you have 4 and 5 fathom in this Channel, you may run in when a little Caſtle in the Southland, within the *Strand*, upon the South-end of the Highland of *Wexford*, about S. W. by W. from you, when you have brought it upon this Point, and that it is betwixt the two Northermoſt little Sand Hills, that are upon the foot of the *Strand* upon the *Sounder* (which is upon the South Shoar) then are you paſt *Haenmans* Path; then may you ſteer over the Bar, where you will find at High-water 16 foot, but keep to the Southwards, leaſt the Tide force you upon the Tail of the North Ground, where the Maſt ſtandeth, which is the Fore-maſt of a Ship loſt there, and lyeth ſunk in the Sand; where this Maſt ſtands, the Ground is very ſteep, but without it's very flat going up.

In this Channel, and upon the Bar, an Eaſt and Weſt Moon maketh High-water, but the Flood runs in it after a Half-tide ſtrong by the Channel to the Norward; ſo that when it's High-water in this Channel, and upon the Bar, there runs a ſtrong Tide to the Northward; which is ſuppoſed to be the cauſe of the Tail of *Haenmans* Path, caſt up ſtill more and more to the Northwards; ſo that this Channel lies more to the Northwards than it was wont to do; therefore you muſt keep cloſe to *Haenmans* Path, and it is believed this Mark in time will be of no uſe.

The Flood after High-water runs ſtrong half Tide, or 3 hours (in the Channel) to the Northwards; as alſo the Ebb half Tide to the Southwards, but not ſo ſtrong as the Flood.

Being over the ſhoaleſt of this Bar, you ſhall have 3 and a half, and 4 fathom, as in the Channel, betwixt the North Grounds, and *Haenmans* Path, run over to the Foot-*Strand*, and then edg over to the North Shoar, to avoid the Grounds which lie to the Weſtward, above the *Sounder*; you may borrow off the Shoal, on the North-ſide by the Lead, in 10 or 11 foot, according to the Draught of your Ship in the right deep: in your edging over, you have at High-water 15 foot.

The Mark for this edging over, is a white little Caſtle, which ſtandeth upon the North-ſide of the Haven, in the Valley of the Land; when that cometh over the ſteep Point of the innermoſt Iſland of the two, which lieth upon the North Shoar, then you may boldly run in N. W. with it, until that a little Chappel within the Land, to the Southwards of *Wexford*, (or about a Cables length to the Northwards of that forementioned Caſtle on the North ſide of that ragged Highland, that hath ſerved for a Mark to ſail over the Bar) cometh over a black Hommock that you ſee upon the Highland, which is a little to the Southwards of *Wexford*; when you have brought theſe Marks one in the other, edg over then to the Southland upon the Marks, for then you are above the Sands of the *Sounder*, and in no danger of the Point of that Sand, which comes from the Paſſage-point; it is there ſo broad, that you may turn too and again; it is altogether ſhoal Water about 10 foot, or 10 foot and a half at High-water.

Sailing upon theſe Marks, you will come about the diſtance of a caſt Piece, without the Caſtle of *Wexford*, to the South Shoar, ſail then in alongſt by it, and keep in the Soundings of the Shoar, until you come in the Soundings of the Caſtle, there you may anchor, and ſhall find about 3 fathom of Water; if you are not acquainted, it's beſt for you to remain there, for before the Town lies ſome ſunken Rocks.

He that will lie before the Town, muſt (right againſt the Key, or the head of the Market) keep a good diſtance off the Shoar, becauſe of the Rocks as aforeſaid, and go right againſt the Weſt-end of the Town, where he may anchor in 3 fathom of Water, or thereabouts.

To the Southwards of the Sands, that lie to the Weſtwards, or above the *Sounder*, goeth a Creek through; there is more Water than in the edging over to the Northwards of the Sands.

The Mark for to ſail through there, is, That you keep the higheſt Hommocks of the high ragged Land (behind *Wexford*) right over the Caſtle of *Wexford*; but there can be nothing gotten by it, with ſailing through there, in regard you muſt nevertheleſs go over the ſhoaleſt, after that you are paſſed the Sands of *Sounder*, to wit, over the foreſaid depth of 10 and 11 foot.

For to ſail out from *Wexford* with a Ship that goeth deep, you muſt not lade deeper than ten foot, or ten foot and a half for to come over the foreſaid Shoal; you ſhall then ſail about to the Northwards of the Shoal that lieth within, or to the Weſtwards of the *Sounder*, and go in and anchor betwixt the Shoal and the *Sounder*; there you ſhall be Land-lockt for all Winds, except for the S. W. Wind where you have but a little ſhelter; you ſhall therefore bring out your beſt Anchor, in the S. W. and the other in the N. E. for fear that the Winds that come out of the South-weſt over the Land, do put you upon the North Grounds. There at the *Sounder*, you may take in the reſt of your Lading; it is a League from the Town.

If you will anchor before the Bar of *Wexford* for to ſtay for the Tide, you muſt anchor a little to the Northwards of the Bar, and go off ſomewhat until you have eight fathom; there it is clean ſandy Ground.

In the Night there are two Fires made upon the *Sounder* for the Fiſhermen to come in by, through the Channel, by *Haenmans* Path; he that will ſail in by them, muſt keep the higheſt Fire a little to the Southwards of the other, for to avoid the North Grounds.

Beſides the deep, alongſt by the *Haenmans* Path, the Fiſhermen have a little Channel that goeth out cloſe by the North-ſhoar; it is thereabouts ſix foot deep at High water.

From the Bar of *Wexford*, you may ſail E. by S. and W. by N. out and in, through betwixt the Banks into the Sea, or out of the Sea, that is a large and broad Channel.

For to ſail from the Bar of *Wexford*, within the Sands through towards *Dublin*, you muſt keep the Sounding of the Shoar, and run alongſt by it, in ſix, ſeven, or eight fathom; you ſhall ſo ſail alongſt about a Cables length from the ſhoar, which is very clean, without any danger, ſo that any Man (having but a little knowledg of the Land) may ſail there alongſt by Night, only you muſt take heed not to go farther from the ſhoar than in ſeven or eight Fathom, ſo that you may not come foul of the Banks, which are on the inner ſide very ſteep and needle too.

Ruſch and Ram.

When you have ſailed to the Northwards, alongſt by the ſhoar, about two Leagues from the Bar, you ſhall ſee three white Spots or Rocks in the Sand-hill, a little to the Northwards thereof ſtandeth a piece of a Wall, much like a Pillar of a Church: Right againſt this Pillar, a great Mile from the ſhoar, beginneth a Sand, called the *Ruſch* and *Ram*, lying from thence alongſt the ſhoar to the Northwards; you may ſail about it on both ſides, but it is beſt to keep the ſhoar, and to run through there within 6 or 7 Fathom, as is ſaid, out of fear of the outermoſt Banks, which are very ſteep, and therefore cannot be ſounded; therefore Men ſeldom ſail to the eaſtward of the *Ruſch* and *Ram*.

Glaskarrick.

Right againſt this forenamed *Ruſch* and *Ram*, the ſhoar maketh a Bay unto the Point of *Glaſkarrick*; when you are ſo far as this Point, then you are paſt the foreſaid Sand.

The Point of *Glaſkarrick* is a low Point, a little to the Northwards of it ſtandeth a Caſtle.

When you are without the Banks, in the North Channel, and deſire to come within the Banks, then keep that Caſtle (if you can get ſight of it) a little to the Northwards of the low Point, and run boldly right in with it, unto the Land, without fear of the Grounds; there is a good Channel through the Banks, you ſhall not find leſs depth than 15 or 16 Fathom, until you come to the ſhoaling up againſt the ſhoar. This Channel lieth in W.N.W.

For to ſail from *Glaſkarrick* to *Dublin*, run all alongſt by the ſhoar (which is ſomewhat full of ſmall Roads and Bays) and keep you (as before) in 8, 7, or 6 Fathom.

Glaskerman.

Two great Leagues to the Northwards of *Glaſkarrick* lieth a Sand, a great half Mile from the Shoar, called *Glaſkarman*; the Ground is very uneven betwixt both. But nevertheleſs run through within that Sand, and keep the Sounding of the Shoar, but not ſo far from it, that you come into 10 fathom, for then you ſhould ſail cloſe alongſt by the *Glaſkarman*, which is very ſteep, and about two Miles long.

Arkelowhead.

One Mile to the Northwards of *Glaſkarmen*, lyeth the Point of *Arkelowhead*.

Sailing through between the Shoar and *Glaskarmen*, to the Northwards, you may ſee two Points, to wit, *Mizanhead*, and to the Northwards of it *Wicklowhead.* If you keep *Wicklowhead* even within the Point of *Mizanhead*, then you can take no hurt of the *Glaskarmen.*

But if you would ſail without the *Glaskarmen*, then keep *Wicklowhead* a good ways without the *Mizanhead*,and ſo run alongſt a Seaboard of it, and you can take no hurt : but if you keep the Point of *Wicklwohead* but even without the *Mizanhead*, you ſhall not fail to ſail upon the *Glaskarmen.*

At the North Point of *Arkelowhead* lieth a little ſtony Ledg very ſteep and needle too ; you muſt take good heed of it, (coming from the Northwards, and bound to the Southwards) and muſt come no nearer it than in 5 fathom ; towards the ſhoar lie ſome little Rocks above-water : When you come from the Northwards, and thoſe little Rocks are W.N.W. from you, then are you paſſed it, to wit, to the Southwards of that Ledg ; and then you may again borrow of the ſhoar, upon the Lead ; commonly Men keep ſo far off the ſhoar, that they can take no hurt of the foreſaid Ledg.

At the North-ſide of the Point of *Arkelow*, is a fair Sand Bay ; there is good Anchor-ground, and all over good Riding in 8, 7, or 5 Fathom : In this Bay are good ſtore of Herrings caught.

For to ſail into the Channel before Arklow.

Arklow. Right againſt *Arklow* runneth alſo a Channel through the Banks into the Sea. For to ſail in there out of the Sea, look out for a round Hill within the Land ; bring that W. N. W. or Weſt by North off you, and ſail then in there boldly keeping it ſo ; but if you bring the round Hill Weſt of you, and ſail ſo in, you ſhall ſail upon the Point of the North Ground ; it is in that Channel about 7 or 8 Fathom deep.

About an Engliſh League to the Northwards of the Point, is the River of *Arklow*, but very ſhoal, at High-water there is no more than 6 foot.

The Coaſt of *Wexford* unto *Wickelow* lyeth moſt N. by E. a little more Eaſterly : But he that will ſail without alongſt by the Banks or Sands, muſt not go more Northerly than N. N. E. for to avoid the Grounds which lie about *Wickelow*, three Leagues off from the Land. And to the ſouthwards,the South Grounds lie ſcarce a League from the ſhoar : There not long ſince a Pilot keeping bad reckoning,ran without the Sands alongſt N. by E. and ſailed thwart of *Arklow* behind a Tail of Sand that lieth off from the North to the Southwards, and he loſt his Ship. *Arklow* lay from them (when they ſat upon the Sand) W. by S.

Maizanhead. About one League and a half to the Northwards of *Arklow* lieth *Mizanhead*, it appeareth black.

Betwixt *Mizanhead* and *Arklow* in the Fair-way it is 8 and 9 Fathom deep ; it is alſo between them both, alongſt the whole Coaſt, good Anchoring, and clean Ground.

From *Mizanhead* to *Wicklowhead*, is two Leagues and a half ; but this Reach is ſhorter than the other to *Arkelow.*

One Engliſh Mile to the Southwards of the Point of *Wicklow* lieth a little Rock cloſe by the ſhoar, called the *Wolf*, it is at half Tide above Water : The Fiſher Boats run through within it, but it is not to be done with Ships.

Right to the Southwards of *Wicklowhead*,ſomewhat farther out than the Point, lieth alſo a rocky Sand, called the *Horſeſhoe*, cloſe unto the Point ; about S by E. from it, a Ship may, for need, (when you cannot do better) ſail through within it, but you muſt be very well acquainted with it. If you keep the Point of *Brabead* a little without *Wicklowhead*, then you can take no hurt of it ; or if you keep the high inner Land,ſo that you may even ſee it above the Land of *Wicklow*, then you go without it in 5 fathom.

Wicklow. The Point of *Wicklow* is ſteep and ſtony, a little Hill with a double top within ſtandeth a little Chappel, when you can ſee that through the Saddle of the Hill, then you are right againſt it : The Village of *Wicklow* lieth to the Northwards of the Point in the Bay ; this is a little Haven, which at High-water hath 10 foot.

In the Bay, the Ground is ſo hard and chindley, that the Anchors do not hold ; but without the Bay, a little farther from the ſhoar, towards the Banks, the Ground is ſomewhat better.

Thwart of *Wicklow* alſo is a Channel through the Banks ; for to ſail out or in,keep the Caſtle of *Wicklow* that you may ſee it open of the Point, thereupon you may boldly ſail out or in.

Ten Miles from *Wicklow* lieth the Point of *Brab*, a high ſteep ſtony Point, and the high Land thereabout on the Sea-Coaſt.

Betwixt *Wicklow* and *Brab* lieth out a flat Point with a little Fiſher Village, called *Newcaſtle* ; there (ſailing alongſt) you have 4, 5, and 6 Fathom deep ; but from the flat Point unto the ſteep Point of *Brab*, it is near 14 fathom deep ; the Land lieth thereabout North, and North by Weſt. **Brah.**

Within the Land lieth a high Hill, like a Sugar-Loaf, that is the fartheſt in the Land of the three Hills, which they call the *Vineyards* ; when you have them through one another, and are N. W. and ſo keeping them, then may you boldly thereupon run through the Banks into the Sea,or out of the Sea ; by theſe Marks you may come in within the Banks, that is a very large and broad Channel.

Thwart from that foreſaid *Sugar-Loaf*, to the Southwards of *Brab*, lieth a Bank that is not deeper than four Fathom, very ſtony and ſharp Ground. **Sugar-loaf.**

Brahead is very ſteep, likewiſe alſo the Ground by it, is 10 Fathom deep cloſe by the ſhoar ; to the Northwards of the Point lieth a little Tide-Haven ; there ſtand the Houſes, called *Brah*, on the North-ſide.

From *Brahead* to the Iſland and Point *Dalkey* (lying at the South Point of the Bay of *Dublin*) the courſe is N. by W. ſix Miles, theſe two Points make a Bay.

The Sound betwixt the Iſland *Dalkey* and the main Land, is called the *Sound of Dalkey*, it lieth N. and South through, in it is 7, 8, and 9 fathom deep : you may anchor under the Iſland, near the Land, there is good ſandy Ground : Or ſomewhat farther in, there lieth a round Rock, neareſt to the main Land, there you may make faſt a Cable on it, and anchor thwart of the Channel, towards the other Rocks, becauſe of the Tides. for the Tide runneth there very ſtrong through, a S. S. E. and a S by E. wind bloweth there right in ; but in regard it is there very narrow, there can go no great Sea ; with a S. E. wind you are Landlockt off the Iſland, and a S. Wind cometh off the main Land. **Dalkey.**

There is alſo another ſmall Iſland N. E. from that Eaſtermoſt Point of this Iſland, called the *Muggall*, or by ſome the little *Dalkey*, between the which, and great *Dalkey*, is a Channel of 5 and 6 fathom Water, but narrower than the firſt, and the Ground foul on both ſides. **Muggall, or Little Dalkey.**

From the Iſland of *Dalkey*, until you are paſt the Village of *Dalkey*, the ſhoar lieth N. W. by Weſt ; before the Village you have ſome ſuccour for a S. E. wind ; the wind being more eaſterly, you lie in the open Sea ; you lie there in 8 or 9 fathom, the nearer the Iſland the deeper, the place is called *Berton Road* ; you may not anchor farther to the weſtwards than before the Village : To the weſtwards of the Village, the Ground is foul and ſharp. **Berton-Road.**

Directions to ſail clear of the Grounds.

The Sands or Banks that lie alongſt this Eaſt Coaſt of *Ireland*,from the *Tuskar* unto *Dalkey*,are on the out-ſide,or on the Eaſt ſide, very ſteep and needle too, ſo that you muſt come no nearer them than in 24 and 25 fathom ; in 20 fathom you are cloſe by them ; in ſome places they have but 6 or 8 foot water but at the *North* end,by *Dalkey*, about two fathom and a half, and three fathom deep, all ſtony Ground, and lie alongſt the Shoar *N. N.* E. and *S. S.W.* at the *North* end they lie about eight miles from the Land.

If you are bound for *Dublin*, and will go without theſe Sands, run then ſo far to the northwards, until you can ſee the little Iſland (*Irelands-eye*) without the Point of *Houth* ; and then you may run into the Bay without danger. **Ireland's Eye.**

Of the Tides and ſetting of the Currents.

In the Channel or entrance of *Wexford*,an E.and W. Moon.

The Flood runneth there to the northwards, after high-water a half Tide, and the Ebb contrariwiſe to the ſouthwards a half Tide after low-water, but not ſo ſtrong as the Flood.

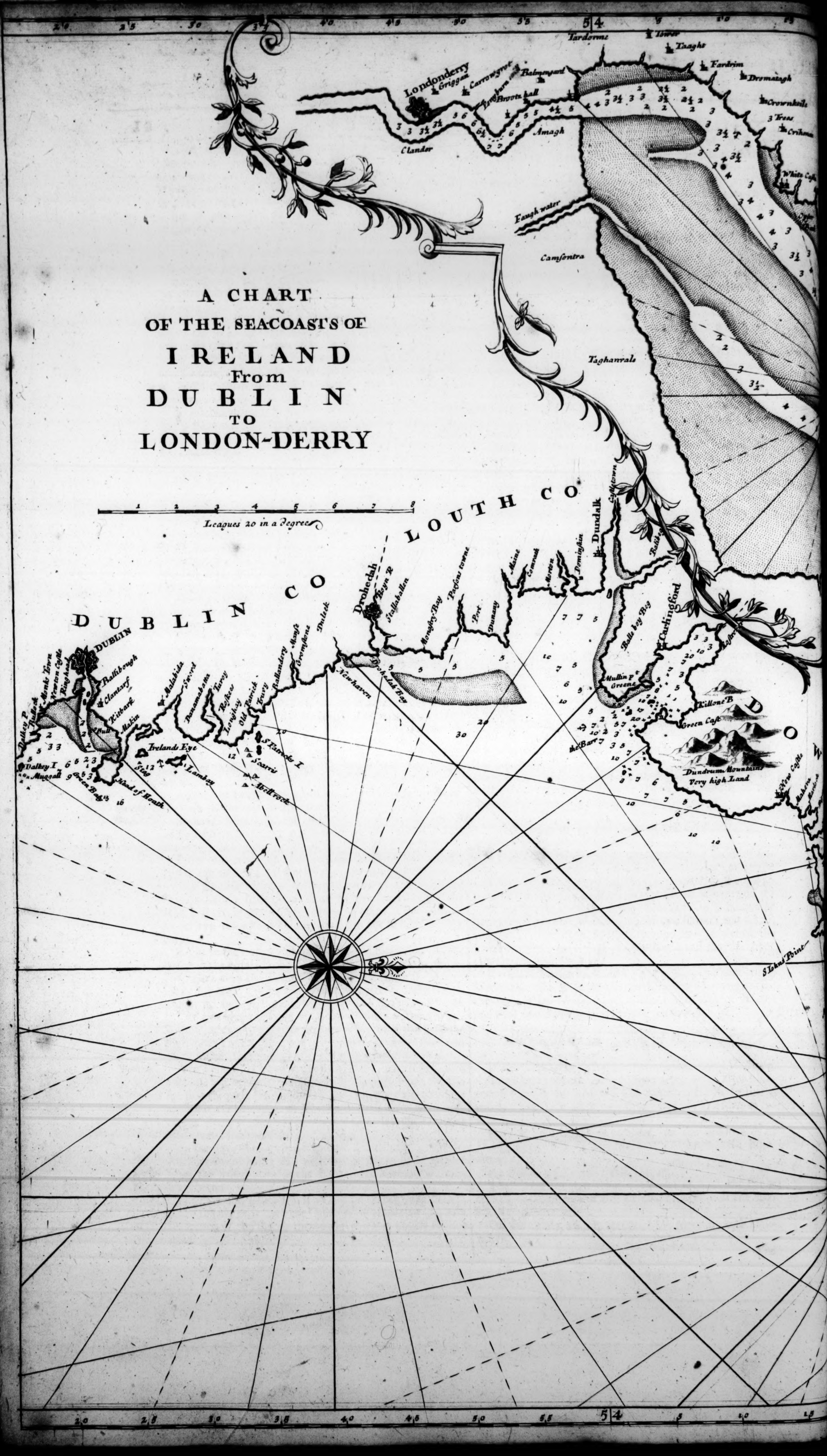
On the Eaſt Coaſts of *Ireland*, to the ſouthwards of *Dublin* Bay, a S. S. E. and N. N. W. Moon maketh high-water.

At *Dublin*, a S.E. and N.W. Moon.

The Flood runneth from the *Tusker* without the Banks alongſt betwixt *Ireland* and *England* N.N.E. and the Ebb S.S.W.

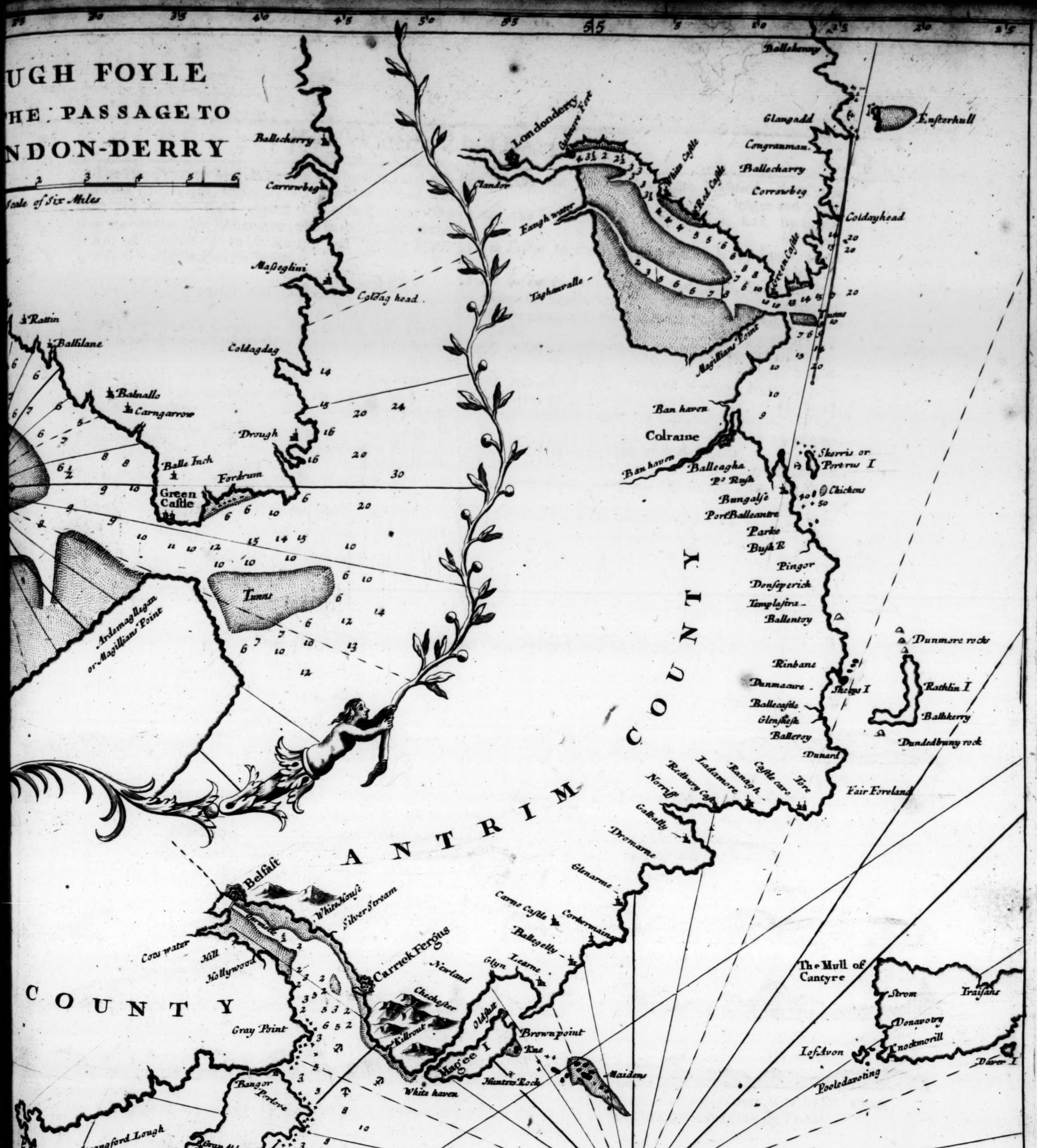
On the Coaſts, a S.S.E. and N.N.W. Moon maketh high-water.

The



A CHART OF THE SEA-COASTS OF IRELAND From DUBLIN TO LONDON-DERRY

Leagues 20 in a degree
1 2 3 4 5 6 7 8
54
Londonderry
Griggan
Carrowgrot
Balmengard
Brooke hall
Clander
Amagh
Tardorme
Tower
Taaght
Fardrim
Dromatagh
Crownkeils
3 Trees
Crihonn
White Castle
Faugh water
Camsontra
Taghanrals
DUBLIN CO
LOUTH CO
DUBLIN
Ballibough
Clantarf
Kitbark
Bull
Makin
Ringhead
Newton Castle
Monks Town
Bullock
Dalkey P
Dalkey I
Muggall
Green Bay
Head of Hoath
Stag
Irelands Eye
Lambay
Malabida
Sword
Danamabatta
Turoy
Roskees
Longhay
Old Patrick
Truvy
Ballandery
Manse
Gromstone
S Patricks I
Scarris
Abell rock
Duleek
Newhaven
Drohedah
Boyn R
Drohedah Bay
Stallaballen
Monastry Bay
Parsons towne
Port
Dunany
Maine
Comrack
Morton
Dominskin
Dundalk
Castletown
Balibeg
Balle boy Beg
Carlingford
Mullin pt Greene
the Barr
Killone B
Green Cast
Dundrum Mountains Very high Land
New Castle
DO
St Johns Point


UGH FOYLE
HE PASSAGE TO
NDON-DERRY
Scale of Six Miles
2 3 4 5 6
Ballecherry
Carrowbeg
Masseglini
Coldag head
Rattin
Ballilane
Balnallo
Carngarrow
Coldagdag
Drough
Balle Inch
Green Castle
Fordrun
Tunns
Ardamagilligan or Magillians Point
Londonderry
Culmore Fort
Clandor
Eaugh water
Taghamvalle
White Castle
Red Castle
Greencastle
Magillians Point
Ballekenny
Inisterhull
Glangadd
Congrauman
Ballecharry
Corrowbeg
Coldayhead
Ban haven
Colraine
Balleagha
Po Rush
Bungalse
Port Balleantre
Parke
Bush R
Pingor
Donseperick
Templastra
Ballentoy
Skerris or Porterus I
Chickens
Rinbant
Dunmacure
Ballecastle
Glenshesk
Balleroy
Sheeps I
Dunmore rocks
Rathlin I
Balikerry
Dundedbuny rock
Dunard
Fair Foreland
Castle cars
Tore
Ranagh
Ladamore
Redbury Castle
Norris
Galbally
Dromarne
Glenarme
Carne Castle
Corkermain
Ballegelly
Learne
Glyn
Newland
ANTRIM COUNTY
Belfast
White House
Silver Stream
Carrick Fergus
Cows water
Hill
Hollywood
Chichester
Kilroot
Olderfleet
Brownpoint
Magee I
Kue
Hunters Rock
Maidens
White haven
COUNTY
Gray Point
Bangor
Portervs
Strangford Lough
Gray Abby
Donnagades
Copland
Cross
Mew
Ballegelgatt
Kirkstone
Quintin
Slane
Plough
North Rocks
The Mull of Cantyre
Strom
Traisans
Donavory
Knockmorill
Lof Avon
Pooledavoting
Daver I
Kloyvare
Balbelly
Portfot
Dunskey Castle
Po Patrick
Maze
Ballgrigan
Kladstrant
Ares
Glanap
Lough Reane
The Mull of Galloway
Bay of Glen Luze
Bigs Scarris
Elac
30 35 40 45 50 55 55 5 10 15 20 25

BRITISH MUSEUM

The Flood cometh here from the ſouthwards, and alſo from the northwards, about the North part of *Ireland*, and meet one another right againſt *Carlingford*, where they ſtop one another; the Ebb contrariwiſe ſetteth (to the northwards of *Carlingford*) to the North, and (to the ſouthwards of *Carlingford*) to the South.

Courſes and Diſtances:

From the South end of *Saltees* to *Black Rock*, E.N.E. 2 leag.

From Black-Rock to *Carnaroort*, N E. 1 league.

But to *Grenore*, 2 leagues.

From the *Saltees* to the *Tuskar*, E.N.E. but from without the foul Ground to the ſouthwards of the *Saltees*, N. E. and N. E. by Eaſt. 5 leagues.

From *Black-Rock* to the *Tuskar*, E.N.E. 3 leagues.

From the *Tuſkar* to *Grenore*, N. W. by W. and W. N. W. 1 league.

From *Grenore* into *Green-bay*, firſt N. W. by N. and then W. N. W. 1 league.

From *Green-bay* to the Bar of *Wexford*, North, and North by Weſt, 1 great league.

From the Bar of *Wexford* unto *Waſhford*, about one league and a half.

From the *Tuſkar* to the Rock *Maſcus*, Eaſt by South, 8 leagues.

From *Tuſkar* to the Rocks *Smaels*, S. E. by South, about 10 leagues.

From *Tuſkar* to the Lands-end of *England*, South by Eaſt, ſomewhat Southerly, 43 leagues.

From the point of *Glaſkarrick* to the Point of *Arkelow*, North by Eaſt, 3 great leagues.

From *Arkelow* to *Mizanhead*, N. by E. ſomewhat eaſterly, $2\frac{1}{2}$ leagues.

From *Mizanhead* to the Point of *Wicklow*, North by Eaſt, ſomewhat eaſterly, $2\frac{1}{2}$ leagues.

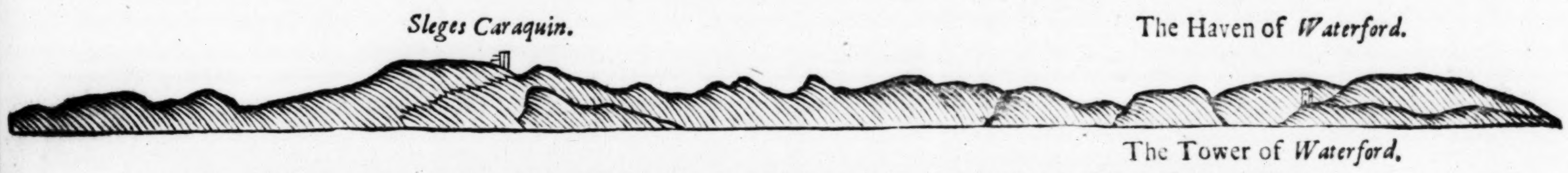
From *Wicklowhead* to the flat Point of *Newcaſtle*, North, $1\frac{1}{2}$ leagues.

From *Newcaſtle* to the Point of *Brah*, North 2 great leagues.

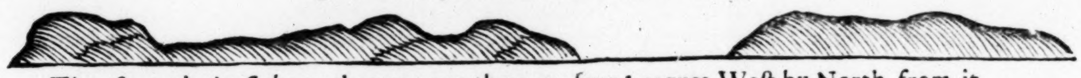
From *Wicklowhead* to *Brahead*, North, and North by Weſt, 5 leagues.

From *Brahead* to the Iſland of *Dalk*, North 1 league.

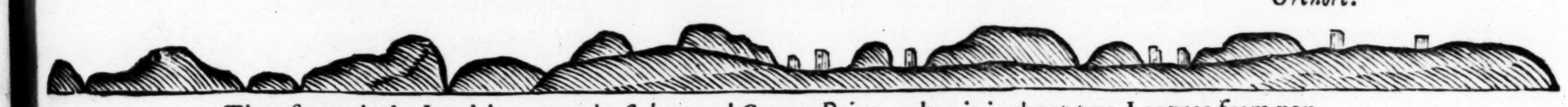
Thus ſheweth the Land betwixt Waterford *and* Dalkey.


Sleges Caraquin.
The Haven of *Waterford.*
The Tower of *Waterford.*

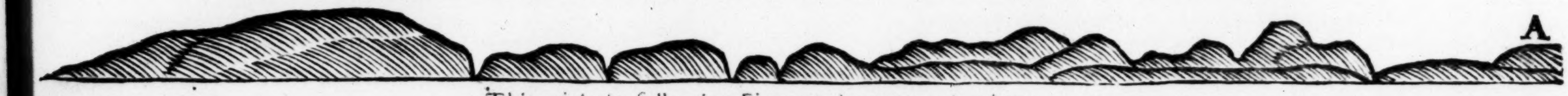
Thus ſheweth the Land about *VVaterford*, and to the weſtward, with the high Land of *Cape Quin*, or *Cara Quin*, when you ſail towards the Land,



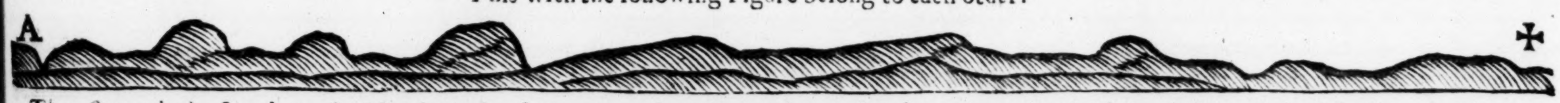
Thus ſheweth the *Saltees* when you are three or four Leagues Weſt by North from it.



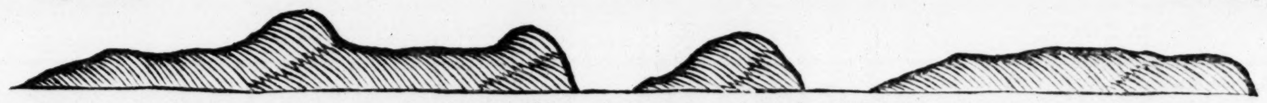
Thus ſheweth the Land between the *Saltees* and *Grenore* Point, when it is about two Leagues from you.



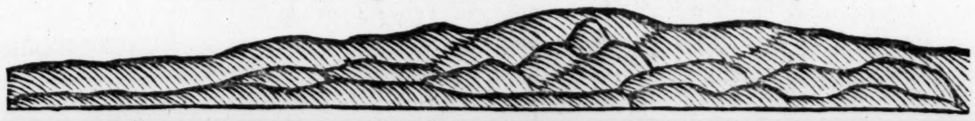
This with the following Figure belong to each other.



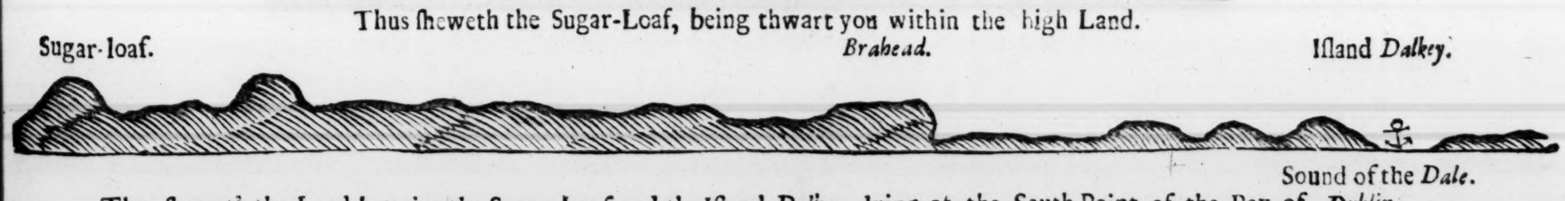
Thus ſheweth the Land to the Northwards of *Grenore*, when the northermoſt Point, where the Croſs ſtandeth over, is N. by W. about 5 Leagues from you, and *Grenore* S. W. by W. ſo far that it can but be ſeen from the Deck, then may you ſee *Tuskar* from the Top in the South-weſt.



Thus ſheweth the Coaſt when the Sugar-Loaf is N. W. and the Point of *Brahead* N. W. by N. about 7 Leagues from you: When the Sugar-Loaf cometh N. W. by W. from you; then may you run ſo in over the North Grounds, through a broad Channel 9 or 10 fathom deep.



Thus ſheweth the Sugar-Loaf, being thwart you within the high Land.


Sugar-loaf.
Brahead.
Iſland *Dalkey.*
Sound of the *Dale.*

Thus ſheweth the Land betwixt the Sugar-Loaf and the Iſland *Dalkey*, lying at the South Point of the Bay of *Dublin*, when you are about *Brahead* one or two Leagues from the Shoar.

A Deſcription of the Eaſt and North Coaſt of IRELAND.

Chap. II. From *Dalkey* to *Enſter-Hull*.

FRom the Sound of *Dalkey*, to the Bar of *Dublin*, the Courſe is N. and S. 8 Miles; in the Fair-way it is in depth 5, 6, 7, 6, 5, 4, and 8 fathom; the nearer the Bar, the ſhoaler Water: when you ſail up, you muſt keep the weſtermoſt Rock, that lieth without at the Iſland of *Dalkey*, a Hand-ſpike's length open of the Iſland, or the other Rocks, and ſhall ſo come before the Entrance, without having any let or hindrance of the Sand, or you may ſail more to the eaſtwards, right towards the low Land of the northern ſhoar; and then by your Lead alongſt by it to the Bar.

Dublin Road.

From the South Shoar runneth a great flat Sand, called the *South-Bull*, from which runneth a Spit or Tail off, which joineth to the other Flat or Sand on the North ſide of the Harbour, called the *North Bull*, 5 Miles below *Dublin*, this Spit makes the Bar, upon the middle of which is a Buoy; N. E. above half a Mile is a Beacon, which is placed upon the Spit; to keep you clear of the *South-Bull*, when you come from the South, ſteer North, and keep directly with the Low-lands of *Hoath*, which will bring you the length of the Buoy, which is upon the Bar; upon which at high Spring-Tides there is 15 or 18 foot Water, and the Ebb and Neap-Tides but 6; you cannot go to the Key of *Dublin*, with a Ship that draws above 5 foot, but on Spring-Tides, and then have you but 8 foot: thoſe Ships which draw more water can come no nearer *Dublin* than *Ringſend*, a place 3 Miles diſtant from the Bar, and 1 from *Dublin*; this Haven is dry at Low-water almoſt all over, excepting the Pools of *Clantarf*, *Poolbeg*, and *Iron-Pool*.

Hoath.

If you come from the Northwards, you may run in cloſe about the Point of *Hoath* by your Lead, and then all alongſt by the Northern Shoar, until you come to the Mouth of the Bar, then alongſt it is deepeſt water, but towards *Dalkey* it is ſhoaler.

Iron-Pool.

When you are over the ſhoaleſt of the Bar, then anchor within the Sand by the Beacon in *Iron-Pool*, there is at high Water 4 fathom deep.

The Mark of this Road is, that you bring that afore-written Hill like the Sugar-loaf (that here-before was ſpoken of, and ſerveth for a Mark to ſail by into the Channel of *Wicklow*) over another lower Hill, then are you in the beſt of the Road: bring out your beſt Anchor in the S. W. againſt the blowing of the S. W. Winds, which ſometimes come powering down there very ſtrong over the high Land, and the other in the N. E. at Low-water the Sands lie dry there round about the Road.

Clantarf-Pool.

You may alſo anchor a Mile higher up, right againſt a Village on the North-ſide *Clantarf*, in a Pool, where at low Water remaineth 9 or 10 foot, but round about the Ship (as it is in moſt places of the Haven) it doth fall altogether dry; ſo that a Ship hath but even room to wind up too and again, you moor there S. S. E. and N. N. W. a South-eaſt and North-weſt Moon maketh there the higheſt Water: if the Ships that come there be any thing great, they muſt ſtay at *Poolbeg*; cloſe before the Town it is very ſhoaly, and and falleth at Low-water altogether dry, with an ordinary Tide.

At the North-ſide of the River, a little farther out then the Town; right over againſt *Ringſend* lieth a little Iſland, called *Clantarf*, within it is a fit place to make Ships clean.

The North Point of the Bay of *Dublin*, called *Hoath*, of which we ſpeak before, is round about clean from Sands, ſo that a Ship may anchor in any place about it, except a Cables length off the South Point; *Hoath* is a ſmall ſhoal of 4 fathom water; to the northwards of it lie the Iſlands of *Ireland's-Eye*, and *Lambey*; *Ireland's-Eye* is the ſmalleſt; it lieth betwixt the aforeſaid Point, *Hoath* and *Lambey*; at the Weſt ſide of it ſtandeth a little Chappel, right againſt which you may ride; at the South end lieth off a ſtony Riff, which muſt be avoided; on the Eaſt is a high picked Rock, called the *Stags*.

Right over againſt the Iſland, in the main Land, lieth a Haven for ſmall Ships, at a little Town, called *Maſcheal*.

Lambey.

Under *Lambey* you may ride upon the North ſide for a ſoutherly Wind in twelve or thirteen fathom, but for a Sea Wind, you muſt ſhift unto the Weſt-ſide by a Gentleman's Houſe, and anchor there; but it is not very good lying there, becauſe always there cometh in a great Sea.

Drohedag

About ſeven Leagues N. W. by W. from *Lambey*, lieth the Haven of *Drohedagh*; betwixt them both (neareſt *Lambey*) cloſe by the Land lie Rocks, called the *Skirres*. *Drohedagh* hath a narrow crooked Haven, which is not good to come into without a Pilot, or ſome one that is well acquainted with it.

Rocka Bill.

About 4 Miles to the Northwards of *Lambey* lieth a great Rock, called *Rock a Bill*; you may run round about it on both ſides.

Dondalke.

Six Leagues to the Northward thereof lieth the Haven of *Dondalke*, which is very ſhoal, and little uſed, at low Water a Man may go over a foot.

Carling-ford.

Three Leagues Eaſt from *Dundalk* is *Carlingford*, one of the beſt Harbours in *Ireland*; it is three Leagues in depth, and 2 Miles in breadth in the narroweſt place, being very deep, ſo that the biggeſt Ship may come here to an anchor, and ſo invironed with high Sands and Mountains, that they may lie defended from all Winds; and if it were not for the difficulty of its Entrance, would be one of the beſt Harbours in the World.

Haulbouling.

The Mouth of this Harbour is 2 Miles and a half wide, where you paſs over a Bar, or ſhoald Water, on which you will find 9 or 10 foot at Low-water; the common Tides riſeth 10 or 12 feet at the Neap-Tides, the ſhoar is very foul at the Weſt Entrance, ſo that there is no Paſſage to the Weſtward of the Iſland, called the *Haulbouling*, which lies at the Entrance of this Harbour; but betwixt this Iſland and the Eaſt Shoar you have (after you are over the Bar) 7, 15, 20 fathom, but come no nearer the Eaſt Point than three fathom, or the Iſland than ſeven, for both are foul and rocky: This Channel is about a Mile and half over; you muſt (after you have paſſed this Iſland) keep the middle of the Channel, and ſteer over to the weſtern Shoar, leaving *Gurne Iſland* on the Starboard; ſailing betwixt that and the Main, you have a very fair and deep Channel of 7 and 8 fathom, give not *Green-Oare* Point too great a diſtance; for about half a Mile N. E. from this Point is a Ledg of ſunken Rocks.

Betwixt this Point and *Carlingford*, the Shoar runs in with a deep Bay, but is very foul and rocky; therefore keep your Courſe N. W. about 2 Miles and a half, and you may come to an Anchor in *Carlingford Road* in 6 or 7 fathom, and ſo near the Shoar in leſs Water as you pleaſe, until you put your Ship aſhoar on the ſoft owſey Ground, and be ſafe without either Anchors or Cables; 4 Miles farther at the bottom of this Harbour is the entrance of narrow water, or *Nury* Water, where you have 3 fathom; 5 Miles up this River is the Town of *Nury*, a fair Town, but deſtroyed by the Iriſh in the time of the late Maſſacre; this River is not paſſable but for ſmall Barks or Boats.

Nury.

From this Bar Eaſt 4 Miles, is a Ledg of Rocks, which has but 8 foot water over them; but betwixt theſe Rocks and the Main, is a fair Paſſage of 8, 10, and 12 fathom.

From this rocky Ledg N. by E. half Eaſterly 5 Leagues, is the Haven of *Dondorm*, good and ſafe though ſmall.

Dondorm

From *Dondorm* Eaſt 2 Leagues is St. *John's* Point, to the North of which is the ſmall Haven of *Arglas*.

Arglas.

Five Miles from *Arglas* N. E. by N. is the Haven of *Strangford*, whoſe Entrance on the Weſt ſide is foul and rocky; 4 Miles up this Harbour, on the Weſt ſhoar, is the Town of *Strangford*, at the Mouth of a great *Lake*, called by that Name, but by ſome *Lough Cone*, this *Lough* is 14 Miles in length, and 3 Miles broad in moſt places, it Ebbs and Flows through this Harbour, which cauſes a great Tide.

Strangfor

From the Mouth of this Harbour, the Courſe is N.N.W. until you come to *Portferry*, in your way you have a Ledg of ſunken Rocks, which ſhew themſelves at half Tide; you muſt ſail between them, keeping the middle Channel; ſomewhat farther you will ſee another ſhoal of Rocks by the Eaſt ſhoar, which you muſt keep on your Starboard going in, when you are ſo high as *Portferry*, which is a Village on the Eaſt ſide a little above *Strangford*, above which is a Road, called *Ballehallert*; before this Road is a Rock which is covered at high Water.

Ballehallert.

When

When you come up with the Flood, and are ſo high as to bring the Saddle, or Low-land between two Hills (which is upon the Weſt ſhoar) oppoſite to you, then run in, and come to an Anchor with your beſt Bower, and moor aſhore with your ſmall Bower; there you may anchor in 4 fathom water, but be ſure you come not too near, which is very foul Ground round about it.

About a League and a half from the Harbour of *Strangford* E. N. E. lieth the Rocks, called the *South* and *North* Rocks.

South-Rock.

From the South-end of the *South-Rock*, lieth a Ledg of Rocks, at leaſt a Mile and a half off; and from the N. E. end, another Ledg N. E. off into the Sea.

North-Rock.

The *North-Rock* is a great Plat of Rocks, which ſtretcheth from the Land N. N. E. at leaſt a League whereof many are not ſeen at high Water, ſo that a Ship can hardly ſail between theſe Rocks and the Main, except you be extraordinarily acquainted; but betwixt the North and South Rock there is a broad Sound, in which you may turn too and again, and come to an Anchor in many places, it is good, clean, and fair Ground, and 6, 7, or 8 fathom deep.

From the *South-Rock* N. N. W. 2 Leagues, lies a Shoal, but come no nearer than 8 fathom; there is a Channel to the Weſt, but not much frequented; from this Shoal, to the North N. N. W. about five Miles, is the Rock, called the *Plow*, its ſeen at half Tide.

Copland.

From the *Plow* to *Copland* Iſland, going into *Carrick fergus* is 8 Miles N. N. W. this Iſland lieth two Miles from the *Main*, on the Weſt ſide of it; (about 3 quarters of a Mile N.E. from a low flat Point,) lieth a ſunken Rock about 3 foot water upon it, but you may paſs between this Rock and the flat Point without any danger; between *Copland* Iſland is a very fair Channel of 7 or 8 fathom water, but come not too near the *Main*, for it is very foul.

Croſs and Mew.

North from the *Copland* you have two ſmaller Iſlands, the one is called *Croſs*, the other *Mew*, the latter is very low; betwixt the *Copland*, and theſe Iſlands, is a Channel (near a Mile in breadth) of 8 fathom Water.

From this Channel to *Carrick-fergus* (which gives name to this great Bay or Lough) upon which it is ſituated; the Courſe is W. by N. ½ Northerly, near four Leagues; this Bay is in breadth at the Entrance 6 Miles, growing narrower by degrees, until it come to *Belfaſt*, which is ſituated in the bottom of the Bay: And at this place is, about 3 quarters of a Mile broad: from *Belfaſt* to the Mouth of this Bay is 15 Miles.

Carrick-fergus.

Carrick-fergus is ſituated about ſix Miles in the Bay on the North ſhoar, before which is a reaſonable good Road; the Town being accommodated with a Peer, but dry at low Water; a Mile S. by W. from this place, in the Road, is a Sand-bank of nine foot at Low-water; on the North and South is 2 fathom, farther out 3, in the middle of the Road 5.

Carmoyle Road.

From *Carrick fergus* to *Carmoyle* Road, the Courſe is S. W. 5 Miles, but by reaſon of the Spit which runs from the North Shoar, your better Courſe is to run up almoſt the length of the *White-houſe*, then will you bring *Caſtle-Rock*, which ſtandeth upon the top of a Hill on the Eaſt ſhoar (a little above *Carmoyle*) upon a ſmall Village, which ſtands cloſe by the Water-ſide; then may you ſail ⅔ over and bear into *Carmoyle*; if the Weather be foul and haſy, ſo that you cannot ſee theſe Marks, then may you ſail near the *White-houſe* in 4 fathom at Low-water; ſteer away S.S.E. until you come ⅔ over, and bear away S.W. which will bring you to *Carmoyle*, where you may anchor in 3 fathom at Low-water, but higher up ſhoalder Water. *Note*, That the Channel which goes from *Carmoyle* to *Belfaſt* has on the Weſt ſide ſeveral Poels or Beacons, to direct how the courſe winds and turns in this Bay, from the Entrance to *Carmoyle*, you may anchor from 10 to 4 fathom water in good ground, but ſo full of Weeds, that if your Anchor ſhould trip, or Come-home, will be ſo clogged, that it will not eaſily take the Ground.

A little to the North of this Bay is a Caſtle, called *Mouſe-hills* Caſtle, where is a ſandy Bay, where either a great or ſmall Ship may ride ſafe from a N. W. Wind, but a S. W. Wind makes a bad Road.

From the North Point of *Carrick-fergus* Bay, you muſt ſteer N. E. 4 or 5 Leagues, to keep clear of the *Maidens*.

Learn, or Oldfleet Harbour.

2 Leagues to the North of the Bay of *Carrick-fergus*, lieth the Harbour of *Old-fleet* or *Learn*; for to know it, when you come from the Northwards, you ſhall ſee 2 flat Towers, one ſomewhat higher than the other, like a Ship with a Main-Sail and Fore-ſail, without Top or Top-ſails; theſe are upon the North ſide of the Bay.

Knee Iſland

At the South Point lieth a ſmall round Iſland, called the *Knee*, a good Mark to know this Bay, you may run in the midſt of the Channel.

Hunter's Rock.

If you come from the Southward, and get ſight of *Knee* Iſland, you muſt be ware of a Rock, called *Hunter's Rock*, upon which is but 2 fathom at High-water; to ſail clear of this Rock, you muſt keep *Knee* Iſland cloſe with the *Main*, then are you without it, but if you keep the Iſland open with the *Main*, then are you within it; and when *Brown's* Point on your Larboard ſide going into *Learn* is oppoſite to the Caſtle *Caran*, then are you oppoſite to the Rock; and when the Rock of the Mountain of *Ballegille* is right with the middle of *Ballegille-Hill*, then are you right upon the top of it, and you will ſee the ripling of the Sea upon it; you may run in cloſe about the *Knee*, into the Harbour without any danger.

The Maids

The *Maids* lie N. by E. from the Bay of *Carrick-fergus*, 2 Leagues and a half; they are great Rocks that lie a little above Water, or low rocky Iſlands, and a multitude of Rocks under Water about them; they lie ſo far N. N. E. that it is dangerous to come near them by 5 or 6 Miles; there are ſome Paſſages betwixt them, for need, might be ſailed through, but it's no Wiſdom to attempt it where there is no occaſion; thoſe who come from the North muſt ſail S. E. by E. to clear them.

From *Old-Fleet* to *Fair-foreland* is 8 Leagues N. W. Northerly; this Coaſt is fair and clean, ſo that you may ſail cloſe alongſt by it boldly without fear, to the Weſt of *Fair-foreland*; ſo that a Ship may anchor every where in 8 or 9 fathom under this Point of *Rathlin* free from Eaſterly Wind.

Rathling Iſland.

A little off the Promontory of *Fair-foreland*, to the North weſtward lieth the Iſland of *Rathling*, where Ships may ſail round about, as well on the outſide, as betwixt it and the Land, according as the Wind and Tide ſerves; on the South ſide is a fair Bay, with very fine ſandy Ground, where Ships may ride defended from all Winds: When you come from the Weſtward, it ſeems to the Southward to be cloſe, without any opening; on both ſides of the Shoars is flat and clean, ſo that you may anchor where you pleaſe; within the Iſland of *Rathlin*, on the *Main*, is a ſmall Iſle, called *Sheeps Iſle*; you may paſs betwixt it and the *Main* without any danger, only at the Weſt are a Ledg of Rocks, but a good Channel betwixt them and the ſhoar.

From *Rathlin* Iſland to *Skirres Portruſh*, the Courſe is W. S W. 4 Leagues.

About 2 Leagues and half to the Eaſtward of it, upon the *Main*, lieth *Port Ballentay*, a bad Road for great Ships, the Ground there is very foul and ſharp.

A little to the Eaſtward of *Skerris Port-Ruſh*, lieth ſome ſunken Rocks, called the *Chickens*; theſe Rocks may be ſailed about on both ſides for to come to an anchor under *Skeris Port-Ruſh*.

Skerris Port-Ruſh

Skeris Port-Ruſh is a rocky Iſland; it hath on the South-ſide a fair Bay, where you may ride in ſix and ſeven fathom water clean ſandy Ground, landlockt from all winds, except E. N. E. which blows alongſt the ſhoar open in.

A little to the South weſtward of *Skerris Port-Ruſh* lieth *Band Haven*, the which is nothing elſe but the Mouth of *Band-River*, which falleth here into the Sea, keeping her own narrowneſs: The water of this River cometh out of *Lough Neaugh*, the greateſt Lake in *Ireland* (which receiveth many Rivers) and having no other out-let into the Sea but *Band*, carrieth a mighty deal of Water; which being incloſed in ſo narrow a compaſs, that it powereth it ſelf into the Sea with great Violence; for which reaſon this Haven is ſo very hard to enter, having alſo but little depth, ſo as Veſſels that draw 8 foot water muſt at leaſt have 3 quarters Flood before they can enter this River to ſail up to *Coleraine*.

Lough foyl

Three Leagues N. W. by W. from *Band-Haven*, and W. by N. from *Skeris Port-Ruſh* lieth the N. W. Point of the Entrance into *Lough-foyl*, which is of a great bigneſs, almoſt 12 Miles long, and in the middle five or ſix Miles broad, at the two ends it is but narrow; at the Mouth, between *Magillions Point* and *Green Caſtle*, is about a Mile broad, and at the other end much narrower; upon this Arm 4 Miles from the great Lake is *London-Derry*, a very handſom Town; the Streets being broad and well paved; the Houſes ſome Stories high, and built for the moſt part of Free-Stone, with a handſom Church, Market-Place, and Key, and is incloſed with a thick and very ſtrong Wall, being one of the principal Fortreſſes of *Ireland*; it's but of few Years old; being built from the Ground, by a Company of *London*-Adventurers, in the Reign of King *James* the I. Before the Mouth of this Harbour lieth a great Bank of Sand, called the *Tuns*, which lie from

London-Derry.

Tuns.

the

the Eaſt Point of the Haven, which extends it ſelf 2 Miles to the northward off from the ſhoar; when the wind is out, the Sea breaketh very much upon it.

Small Ships which draw little water may ſail in to *Lough-foyl*, to the ſouthward of the *Tuns*, betwixt the *Tuns* and the Eaſt Point, but it is very narrow at full Sea, has no more than 18 foot water; but alongſt the *Tuns*, or betwixt the *Tuns* and the Eaſt ſhoar it's very deep, where there is at all times 14 and 15 fathom water, and againſt the *Magalions* Point 8 or 10; when you are about a Mile and half; within you will have 2 Channels, one alongſt the Shoar and another runs to the South, the latter hath 9, 7, 8 fathoms, but is not the right Channel; for your proper Channel is that alongſt the Shoar.

For to find the Channel that lieth into the weſtwards of the *Tuns*, (coming from the Eaſt, or alongſt by the *Tuns*) you muſt look out for a little ſandy Bay, that lieth on the Weſt ſide, even within the North Point of the River under the High-land; bring it ſo, that you may ſee it open of the foreſaid North Point, and ſail in thereupon, until you come by the Land, and then run in alongſt by it S. W. until you come right againſt *Green Caſtle*.

If you come from the Weſt or the North, you may boldly, without fear, run alongſt the ſhoar, and about the Point upon your Lead, without coming near the Town, you may ſee any thing that might do you hurt; coming by *Green-Caſtle*, there may you anchor, ſo that you may ſee *White-Caſtle* without the Point of *Green-Caſtle*, there you may lie ſafely.

Green Caſtle. For to ſail up from *Green-Caſtle*, you muſt run up alongſt by the Weſt ſhoar by your Lead, and ſhun an Oyſter-bank that is on the Weſt ſhoar, which begins about *Red Caſtle*, and Red Caſtle. ſtretcheth along the ſhoar, until you come to the three Trees, there is the ordinary Road, where Ships come to anchor.

Culmore Caſtle. When you ſail out of this Road towards *Culmore Caſtle* which is upon the Weſt Point of the Entrance of the River which goes to *London-Derry*; you muſt keep the Weſt ſhoar aboard, to prevent the falling into a ſmall Swaſh or Channel on the Larboard ſide, which has often been taken for the right Channel.

How to ſail from the foreſaid Road forth up unto *London-Derry*, you may be informed from the Chart it ſelf.

For to ſail out of this Harbour clear of the *Tuns*, you muſt take no more of the Ebb than the laſt quarter, for that runs N.N.W. The firſt qnarter running right over the *Tuns*; and if you are not very careful it will draw you upon them: for to prevent this, ſail out N.N.E. and when you have opened the head of *Coldaff*, then are you paſt them, run N. E. by E. to clear the head of *Rathlin*.

Enſterhul. From *Lough-foil* Haven, unto the Iſland *Eneſterhul*, (by ſome called *Monſterhul*) the Courſe is N. W. four or five Leagues, theſe are ſmall black Iſlands or Rocks, not very high above water, and lie a little off the northermoſt Point of *Ireland*, called *Emiſthone*, a high plain Land, and very good to be known for him that hath once ſeen it.

Betwixt the Iſlands and the Point, you may ſail through, but not without great danger for them that are not very well acquainted with it, becauſe there lieth off much foul Ground and Shoals that lie betwixt them both.

Under the foreſaid Point *Emiſthone*, on the Weſt ſide, you may anchor for Eaſterly Winds, or elſe to ſtop the Tide.

Of the Tides, and ſetting of the Currents.

At *Dublin*, a S. E. and N. W. Moon maketh full Sea.

The Flood cometh here from the ſouthwards, and alſo from the northwards, about the North part of *Ireland*, and meet one another right againſt *Carlingford*, where they ſtop one another. The Ebb falleth (to the northwards of *Carlingford*) to the North, and (to the ſouthwards of *Carlingford*) to the South.

On the Coaſt of *Ireland*, from the South-Rock and North-Rock, unto the *Copland* Iſles, a S. S. E. and N. N. W. Moon maketh full Sea. But to the northwards of it a S. E. Moon.

On the Iſland of the *Rathlin* and *Skires Portruſh*, an E.S.E. and W. N. W. Moon.

The Flood cometh there out of the Weſt, and ſetteth through betwixt *Ireland* and *Scotland*: From Cape *Cantire*, to the *Moul* of *Galloway*, S. S. E. unto the *Iſle of Man*, there the Floods out of the S. and N. do meet one the other. The Ebb falleth alongſt the Coaſt N. N. W. betwixt *Ireland* and *Scotland*, to the weſtwards, unto the main Ocean.

At *Engliſton* in the Sound of *Glaſcow*, a S. W. Moon maketh full Sea.

The Flood cometh there out of the W. and N. W.

Courſes and Diſtances.

From *Dalkey* to the Bar of *Dublin* N. 4 Miles and a half.

From the Sound of *Dalkey*, to the Point of *Hoath* N. N. E. 4½ Miles.

That Courſe runneth without the Point of *Hoath*, *Ireland's-eye*, *Lambey*, and *Rock a Bill*.

The Banks lie from the *Tuskar* to the North-end, N. N. E. and S. S. W.

From the Bar of *Dublin* to *Holy-head*, in the Iſland *Angleſey*, Eaſt by South, 19 Leagues.

From the Bar to the City of *Dublin* Weſt 5 Miles.

From *Lambey* to *Drohedagh*, N. W. by N. 6 Leagues.

From *Lambey* to *Carlingford*, N. by W. 11 Leagues.

From *Carlingford* to St. *Johns* Point, N. E. 7 Leagues.

From St. *Johns* Point to *Strangford*, N. E. by N. 2 Leagues.

From *Lambey* to the South-Rock, N.N.E. 20 Leagues.

From the North-Rock and South-Rock, unto the *Copland* Iſles, N. N. W. 6 Leagues.

From the *Copland* Iſles to the North Point of *Carrick-fergus*, N. W. ſomewhat northerly, 3 Leagues.

One League to the northwards lieth the Haven of *Old-fleet*, or *Learn*.

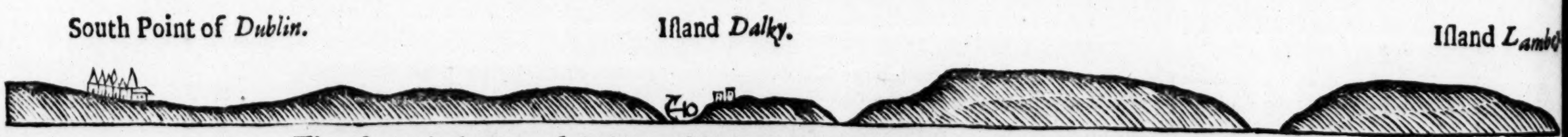
From *Oldfleet* to the *Rathlin*, within the *Maids*, N. N. W. 10 Leagues.

From the *Rathlin* to *Skires Portruſh*, W. S. W. 4 or 5 Leagues.

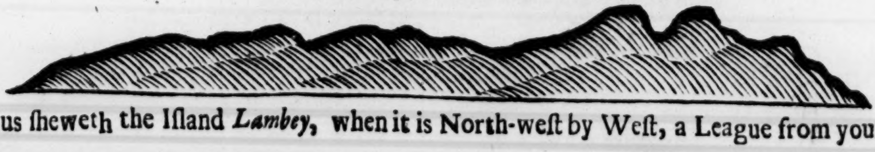
From *Loughfoil* to the Iſlands *Eneſterhul*, W. by N. 4 or 5 Leagues.

The Iſlands of *Eneſterhul*, at the northermoſt Point of *Ireland*, lie in 55 degrees, and 16 minutes Latitude.

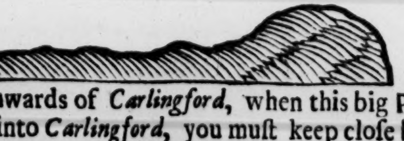
Thus ſheweth the Land from Dalkey *to* Enſterhul.



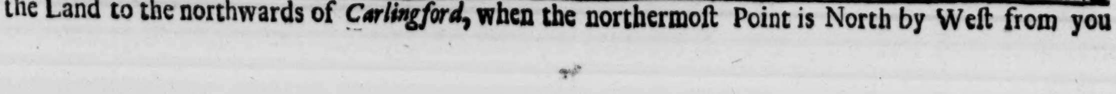
Thus ſheweth the Bay of *Dublin*, with the Point *Hoath*, with the Iſland *Lambey* to the northwards of it, when you come from the ſouthwards.



Thus ſheweth the Iſland *Lambey*, when it is North-weſt by Weſt, a League from you.

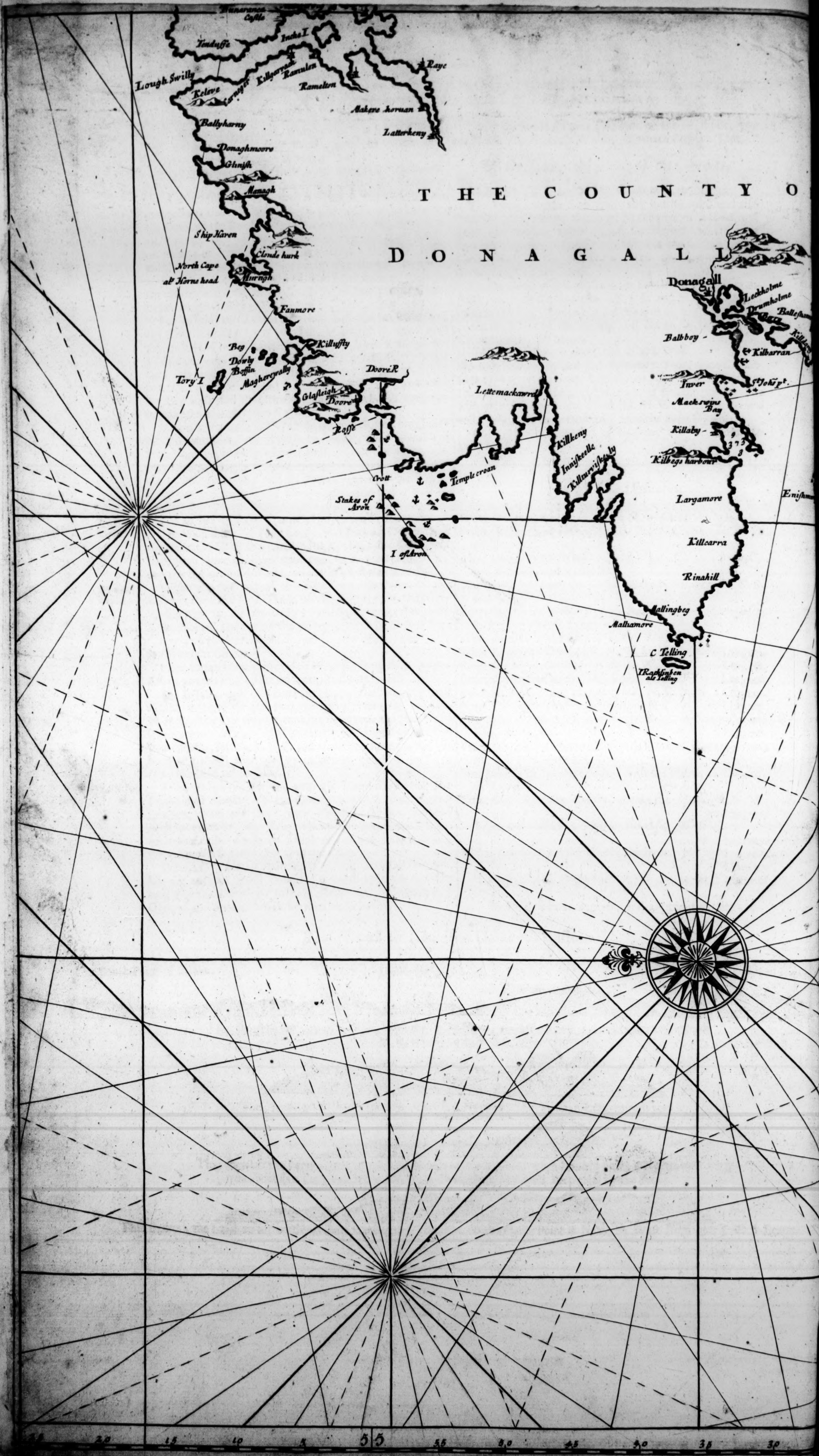


Thus ſheweth the Land a little to the ſouthwards of *Carlingford*, when this big Point is North-weſt from you about five Leagues. If you go into *Carlingford*, you muſt keep cloſe by the Shoar.



Thus ſheweth the Land to the northwards of *Carlingford*, when the northermoſt Point is North by Weſt from you 5 or 6 Leagues.

Thu


Dunaranee Castle
Tenduffe
Incha I.
Raye
Lough Swilly
Kelere
Carnagee
Killgarrack
Ramulen
Ramelton
Makere Aoruan
Latterkeny
Ballyharny
Donaghmoore
Glinish
Managh
THE COUNTY OF DONAGALL
Ship Haren
Clonde hurk
North Cape
al. Horne head
Murogh
Fanmore
Killuffty
Beg
Dowly
Boffin
Magherywally
Tory I
Glasleigh
Doore
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Rosse
Lettemackawrel
Killkeny
Inniskeelle
Killturviskeely
Crott
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Stakes of Aron
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Donagall
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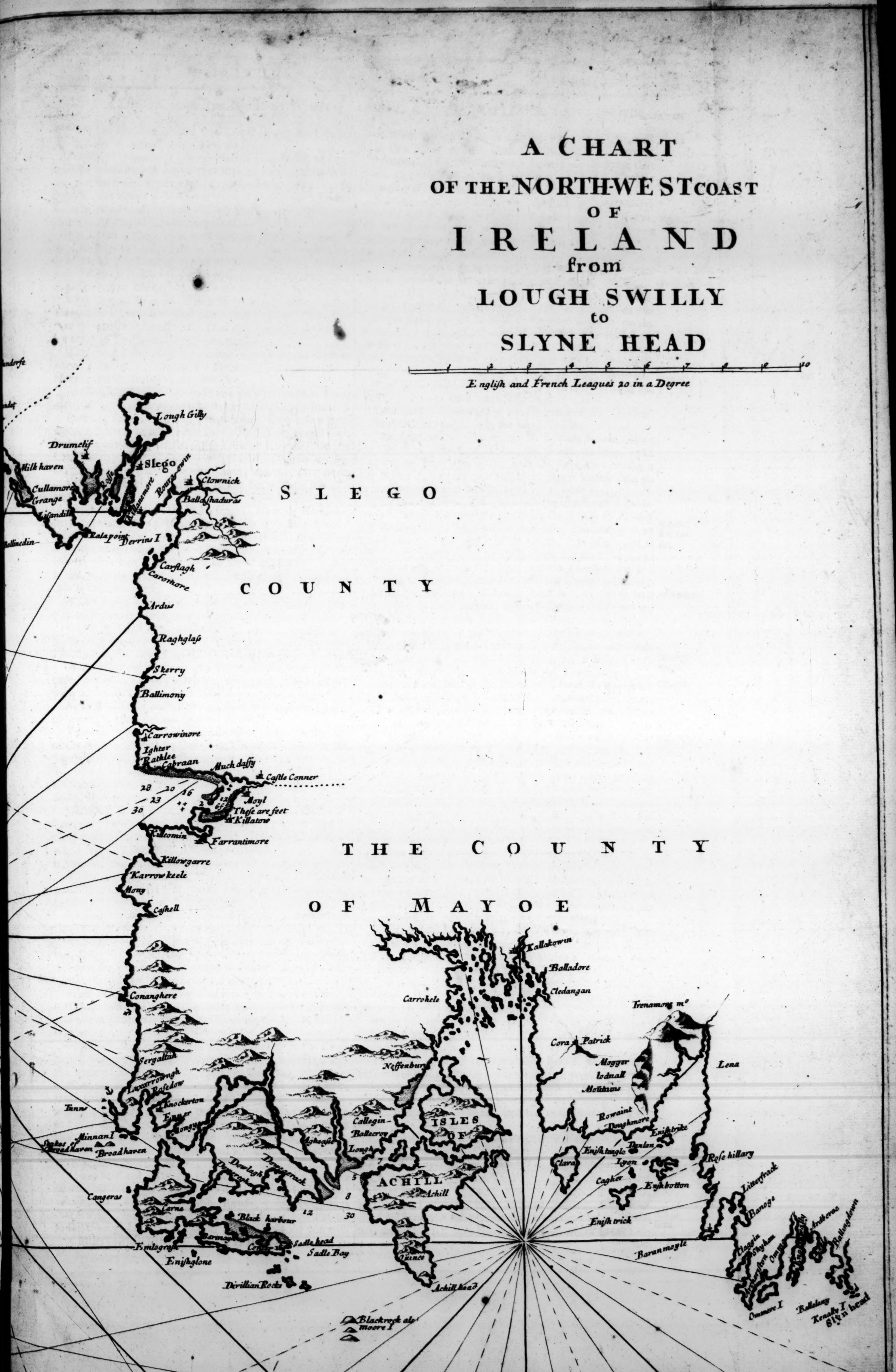
A CHART
OF THE NORTH-WEST COAST
OF
IRELAND
from
LOUGH SWILLY
to
SLYNE HEAD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English and French Leagues 20 in a Degree
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THE COUNTY OF MAYOE
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Slego
Rosse
Killanemore
Rourscown
Clownick
Cullamore
Grange
Lisandill
Ballashaduras
Ballinedin
Ralapoint
Derrins I
Carslagh
Carothore
Ardus
Raghglass
Skerry
Ballimony
Carrowinore
Ighter
Rathlee
Cabraan
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Farrantimore
Killowgarre
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Cashell
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Sergallah
Luxarrowngh
Rosedow
Knockerton
Enner
Mongy
Tunns
Minnan I
Stakes of Broadhaven
Broadhaven
Cangeras
Carne
Dowlagh
Derreragh
Dowsegerack
Aghease
Black harbour
Barmagh
Cony
Sadle head
Sadle Bay
Emlograsy
Enishglone
Devillian Rocks
Blackrock als moore I
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Cora Patrick
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Rowaint
Doughmore
Enishtrike
Enishtugle
Danlan
Clara
Lyon
Cagher
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Litterfrack
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BRITISH MUSEUM

Chap. III. *A Deſcription of the North-weſt part of* IRELAND, *from* Lough-Swilly *to* Slyne-head.

FRom the Iſlands *Enſterbul* unto *Lough-Swilly*, the Courſe is S. by W. almoſt 4 or 5 Leagues.

Lough-Swilly.

Lough-Swilly is a moſt famous Harbour ; it is able to contain ſome hundred of Ships that may all ride in deep Water, and defended from all Winds ; it is 18 or 20 Miles in the length, and above a Mile over in moſt places ; this Haven is little frequented, by reaſon of no Traffique in thoſe parts, there being a good Towns near them.

For to ſail in there, you muſt ſhun the Weſt ſide, and go in alongſt by the eaſtern ſhoar. The Land about *Lough-Swilly* is the higheſt Land of the whole North Coaſt of *Ireland*, and thereby it is alſo very good to be known, for thoſe that (coming out of the N.) do fall with the Lands thereabouts.

Sheeps haven.

Four Leagues W.S.W. lieth a large broad Haven, called *Sheeps-haven*, but it is at ſome places foul Ground, where you may lie landlockt for all winds ; but this as well as the other, for want of Traffique, is not frequented.

Horn-head.

The Weſt Point lieth out, called *Horn head*, or *Cape de Horn* ; upon it is a Hill with 2 Hommocks in faſhion like 2 Horns, which gives the Point its name.

At the Weſt ſide of this Point is a deep Bay, where Ships may ride and anchor within the Rocks for eaſterly winds.

Betwixt *Lough-Swiliy* and *Sheeps-haven*, lieth alſo a Bay, where a Ship may anchor, but the Ground is not very clean ; and right againſt it, in the *Offing*, half a League from the Land, lieth a Ledg of Rocks, which at high Water are under, aud at low water lie above water ; you may (for need) run through betwixt it and the Land, but without it is beſt and ſureſt.

Iſland Tory.

About two Leagues W. by N. from C. *Horn*, or *Hornhead*, lieth the Iſland *Tory* ; to the ſouthwards of it lie 4 Iſlands, called the Iſlands of *Balleneſs* ; the northermoſt is called Iſland *Beg* ; the next *Dowey*, the third *Boſin*, the innermoſt *Maghere Waily* : you may ſail through to the ſouthwards of *Tory* Iſland, *to wit*, betwixt Iſle *Tory* and the Iſland of *Balleneſs*, and alſo within the Rocks.

Balleneſs.

Betwixt this Iſland and *Balleneſs* is a good Road, where you may anchor ſafe from a Southerly or Eaſterly Wind.

From the Iſland *Tory*, to the Iſles of *Aran*, the Courſe is S. W. ſix Leagues ; betwixt them both, not far from Iſland *Aran*, lie ſome high Rocks, called the *Stags* of *Aran*.

Within the *Stag* of *Aran* is the Haven of *Dore*, by the *Dutch* called *Klady*, it is a dry Harbour, with many Iſlands off it ; betwixt theſe Iſlands and the ſhoar is good anchoring.

Alongſt all that Coaſt, betwixt *Horn head* and the Iſlands of *Aran*, is good Anchor-ground all over.

Iſle of Aran.

To come to anchor under the Iſlands of *Aran*, coming out of the N. run alongſt by that great Iſland, leaving it on the Starboard-ſide, until you be within it ; go then towards the S. and anchor on the S. E. ſide, there is the Road. You may alſo anchor amongſt the Iſlands over againſt it, towards the Main, in divers places, landlockt for all Winds.

Upon the N.W. Point of *Ireland*, a good ways in the Land, lieth a high Hill, almoſt like a Sugar-loaf, which is ſeen in clear weather before any other Land, at leaſt 9 L. at Sea : when that Hill lieth E. b. S. from you, then ſail in right with it, you ſhall not miſs to fall right with the great Iſland *Aran*.

There is good anchoring alongſt this ſhoar, and ſeveral good Bays, but theſe parts being not much frequented, we cannot give you any exact Deſcription.

To the ſouthwards of *Cape de Telling*, to wit, betwixt the Cape and the *Stags* of *Broad-haven*, lieth the Land with a great Bay, wherein are many good Havens, as *Telling-haven*, *Kilbegh*, *Dungal*, *Ballaſ-haven*, *Slego*, *Endrigo*, and *Moyl*.

From the Iſle *Aran* to the Iſland *Rathlinben*, S. S. W. 7 L. betwixt it and the Main you may ſail without any danger.

From this Iſland to *Telling-head* is S. E by E. 2 Leagues.

Telling-haven is a round Bay ſandy ground, which will contain above 30 Ships, a good Road from the W. to the E. S. E. winds.

Kilbegh.

From the Cape of *Telling* unto *Kilbegh*, lieth the Coaſt E. S. E. about 4 Leagues. *Kilbegh* is a fair round Bay, where the greateſt Ship that ſails upon the Seas may enter, and come to an anchor : The Entrance is very narrow, ſo as to them that are coming to it, there ſeems to be no opening, until you are very near ; it's very clean, as well in the Mouth as in the Bay, ſo that nothing can hurt the Ships, either ſailing out or in ; being entred, you may anchor in 5, 6, 7, and 8 fathom, or more, as ſhoal and deep as you pleaſe ; within on the North ſide of the Bay ſtandeth a Caſtle.

About half a League to the weſtwards of this Bay, a quarter of a League from the Land, lieth a little Iſland which is very low and plain at both ends, going plain down, that is a good Mark to know this foreſaid Bay ; you may alſo ſail through betwixt the Iſland and the Main, if you will.

5 Miles to the eaſtward of *Kilbegh*, is a Point, called St. *Johns Point*, ſtretching it ſelf far into the Sea ; right weſt from that Point, a Mile, lieth a great Rock under water, whereupon the Sea breaketh with great noiſe. Betwixt that Rock, and the Point of St. *Johns Point*, you may ſail boldly through ; it is there clean and clear.

Mack-Swins Bay.

Betwixt theſe two Points, *viz.* the Eaſt Point of *Kilbegh* Harbour and St. *Johns Point* is a Bay, called *Mack-Swins* Bay, but dangerous to go in, except well acquainted ; for you muſt go betwixt the Rocks, after in, you are ſafe, if without either Cable or Anchor.

Dungal.

About two great Leagues to the Eaſtwards of that foreſaid St. *Johns Point*, lieth the Haven of *Dunagal*.

For to ſail in there, you muſt firſt ſhun the eaſtern ſhoar, which is very foul, with dry Plates and Rocks. When you are come right againſt a little Caſtle that ſtandeth on the North ſide, right againſt which lieth off a little Riff from the ſhoar, that you muſt avoid alſo. And when you are come about the Point of that Riff, you muſt go over again to the North ſide, for the South ſide is there flat and ſhoal.

Betwixt St. *Johns Point* and *Dunagal* Haven, alongſt the Coaſt, is all over good Anchor-ground.

A Mile to the ſouthward of the Entrance of this Harbour is the Haven of *Berry*, only for ſmall Veſſels.

Two Leagues S. S W. from this is *Balle-ſhannon*, being the Mouth of that ſhort River, by which the great Lake *Lough Earn* diſcharges it ſelf into the ſea ; this having a Bar before it, by reaſon whereof no bigger Veſſels than 30 or 40 Tuns can enter into it.

Bundorf and Bundat.

3 Leagues W. from *Balle-ſhannon* is the Iſland, called *Ennis-murry* ; betwixt which two places are the Roads of *Bundorf* and *Bundat*, where Ships may anchor ſafe ; *Enniſmurry*, is an Iſland about a Mile and half in length. At the S. end of which lieth a ſmall Iſland or Rock ; come not near the S. end of *Enniſ-murry*, for it's very foul, and has a Ledg of Rocks a great way to ſeaward ; but on the eaſtward is good anchoring.

Ballenden.

From this Iſland to *Ballenden* Point is S. W. by S. half ſoutherly ; 8 Miles betwixt which Point and *Rala Point* are ſome Iſlands and ſunken Rocks, which may be dangerous.

From this Rock S.E. by E. 4 miles, is the Haven of *Slego*.

Harbour Slego.

This Harbour is much encumbred with Rocks and Sands in the Entrance, but reaſonably deep for a Ship of 200 Tuns may come to an anchor before the Town *Slego*.

Clonick.

Directly S. of this, is the Haven of *Clonick*, by the Dutch called *Endrigo*, which is ſcituated in the bottom of a Bay, and is in it's Entrance above a League in breadth, and 5 Miles deep ; this is a barred Haven, and little frequented.

Moyl-Haven.

Six Leagues W. from this Bay is the Haven of *Moyl*, being alſo in the bottom of a great Bay, and is from the Entrance 2 Leag. before which is a long Iſland which makes the Haven, and lies croſs in ſuch a manner, that there remains but one Channel to go into it. In this broad Bay lies ſome Rocks, which you muſt leave on your Starboard ſide, and run toward the little long ſandy Iſland, which ſtretcheth it ſelf before the Haven ; at the Weſt end of which is a Riff, you muſt go in at the Weſt end, which Channel is 12 foot deep ; ſo ſoon as you are in you will ſee a little round Green Iſland, which you muſt leave on your Starboard-ſide ; ſo ſoon as you are right againſt it, you muſt let fall your Anchor, for a little farther is a Shoal, and hard ſandy Ground ; the great Ships Anchor towards the long Iſland, and the leſſer towards the Green Iſland, it falleth here at low Water always dry.

If you will go from hence to *Moyl* Town, you muſt lighten your Ship to 8 foot, to come in betwixt the long Iſland, and the South Grounds ; there is at high Water, with an ordinary Tide, no more than 9 foot ; being come over the Rock, you ſhall come into a Pool before the Town of *Moyl*, there you may ride a float at low water ; againſt the Iſland it is 15 or 16 foot deep.

Stags of Broad-haven.

About 7 Leagues W. by N. lie the *Stags* of *Broad-haven* ; betwixt which and the Bay of *Moyl*, the ſhoar has many Bays and Roads, in which you may anchor.

The *Stags* of *Broad-haven* are ſome Rocks, which ſtretch themſelves off a League from the Eaſt Entrance of *Broad-haven* ; from which *Broad-haven* lieth in S. by E. 2 Leagues ; in the Sound lie four Rocks which muſt be left on your Starboard-ſide ; ſo may you run into the weſtermoſt Entrance, which is *Broad-haven*.

Black Rock

Seven Miles from *Broad-haven* to the weſtwards, lieth an out-Point S. W. by W. from the *Stags*, from whence lieth the Coaſt alongſt to the *Black Rock*, which is a great high Rock, and more to the Weſt of it, and lies from the foreſaid Point S. S. W. half weſterly, diſtance 5 Leagues, and about 2 Leagues N N.W. from the Point of *Achill-head*.

Achill-head.

Achill head is a very high Point upon the Iſles of *Achill*, and ſheweth it ſelf afar off, like an Iſland with a great Saddle, by which it is well known. Within this Point lie alſo two great and exceeding high Hills, which together with the Point you ſhall ſee at Sea, before any other part of the Land, ſo that the Point doth ſhew it ſelf at firſt like 3 Iſlands.

Black Rock Achill-head.

You may ſail within the *Black Rock* and *Achil-head*, and alſo betwixt the ſaid Rock, and the Iſland of *Broad-haven.*

Betwixt which Iſland and *Achill* is a deep Bay, on the N. ſide of it is a very good Harbour or Haven, 12 fathom at the Entrance, not inferiour to that of *Broad-haven*, which indeed is but a continued Harbour; for you go through by a narrow Channel at the bottom into *Broad haven.*

Broad haven.

The other Haven on the South ſide of the Bay may be entred without any difficulty, only beware of a ſunken Rock which lies off the firſt Point on your Larboard-ſide; you run in cloſe by it betwixt that and the Point, but keep not too near the Point becauſe of the flat that runs from the ſhoar; you may by your Lead keep in 3 fathom; when you are paſt this Rock you may anchor in 5, 4, and 3 fathom water; this as well as the other is rather a Sound then an incloſed Harbour; for the Ships who come in here need not go forth the ſame way again, but ſailing through by the Iſland may come into the open Sea. Theſe Harbours are nothing famous, being ſeldom reſorted unto by great Ships, except ſuch as by foul Weather and Tempeſt, or other Accidents are neceſſitated to ſhelter themſelves in the ſame.

From *Achill-head* to the Iſland of *Eniſhtirk* is 5 L. S. S. E. which lies before a great Bay; to the eaſtward of the Iſland, called *Enisboffon* is very good Riding, as well as in the Harbour, which you may enter without danger on the north Channel.

Enisboff

From *Achill-head* to the Point, called *Archariſton* is 8 L. N. and S. From the Iſlands *Eniſhtirk*, to *Slyne-head* are many deep Bays, but being unfrequented, we are not capable at this time to give a particular account of them.

Slyne head

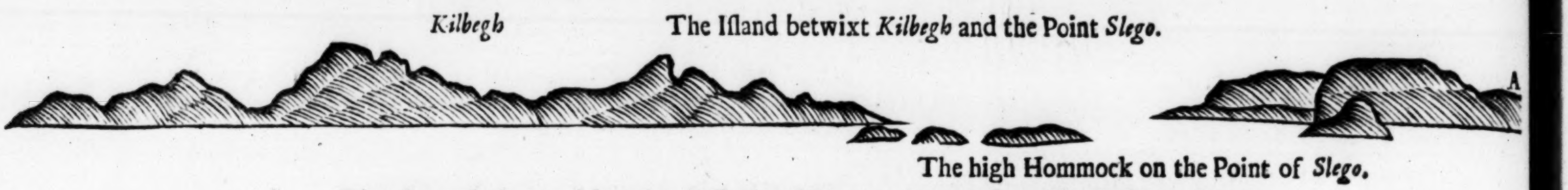
From *Archariſton* Point to *Slyne-head* is S. by E. 8 Miles: This Head, is by the Seamen, called *Twelve Pence*, becauſe the Land ſhews it ſelf in 12 round Hommocks.

St. Patrick hill.

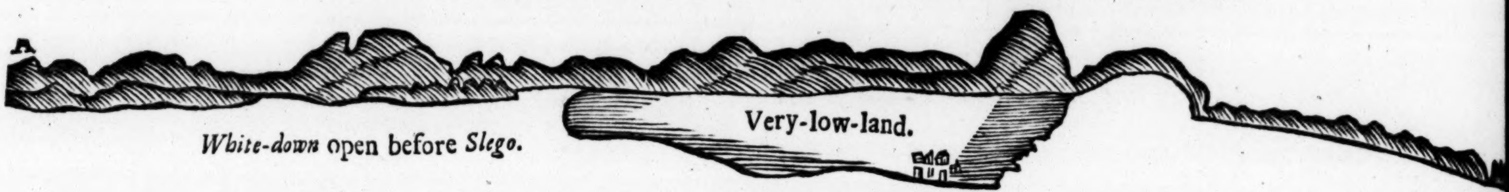
Betwixt this and *Achill-head* appeareth within the Land a very high Hill like a Sugar-loaf, called St. *Patricks-Hill*, or *Cora Patrick*, which may be ſeen a great diſtance at Sea, and long, as you ſail upon the Coaſt North or South.

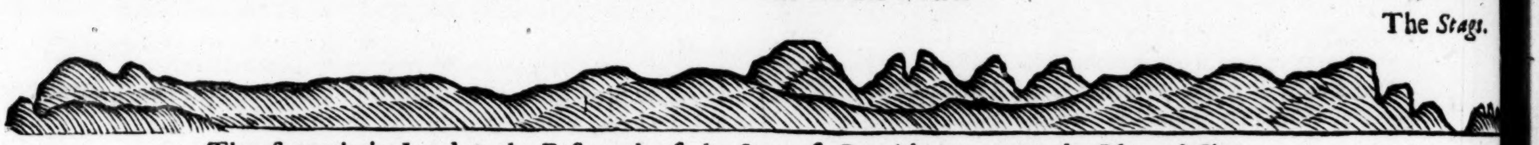
In the foreſaid Havens and Roads, an E.N.E. and W.S.W. Moon maketh full Sea. In the *Offing*, a Seaboard, a S. W. and N.E. Moon.

From the Iſland *Tory* to the Iſles of *Aran*, S.W. 8 Leagues.
From the Iſlands of *Aran* unto *Telling-head*, S.S.W. 8 or 9 L.
From *Cape de Telling*, or *Telling-head*, to *Kilbegh*, E.S.E. 4 L.
From *Cape de Telling*, to the *Stags*, S.W. 13 L.
From the Point of *Broad-haven* to *Black-Rock*, S.S.W. 6 leag.
From *Achil-head* to *Slyne-head* South. 10 Leagues.

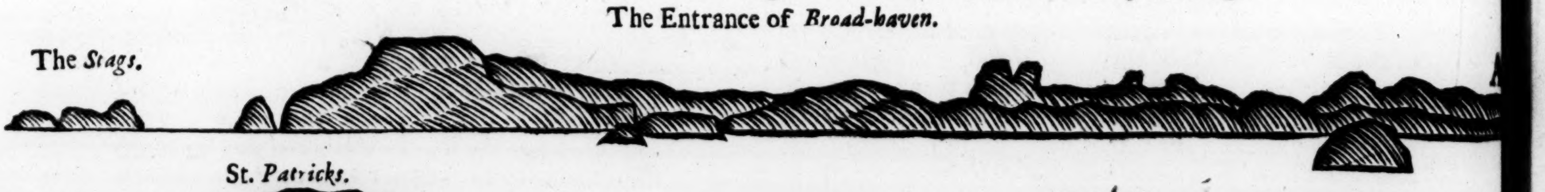

Kilbegh
The Iſland betwixt *Kilbegh* and the Point *Slego.*
A
The high Hommock on the Point of *Slego.*

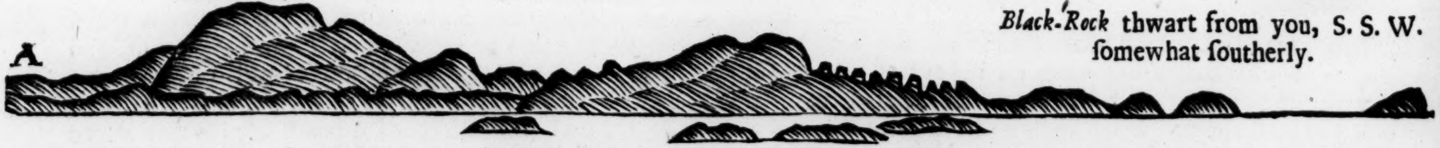
Thus ſheweth the Land betwixt *Kilbegh* and *Slego*, as is repreſented by theſe two Figures.


A
Very-low-land.
White-down open before *Slego.*
The old flat Tower.

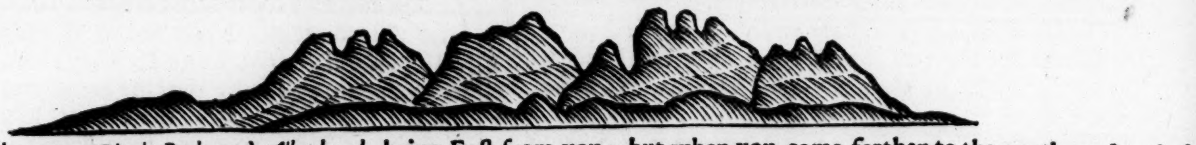


Thus ſheweth the Land to the Eaſtwards of the *Stags* of *Broad haven*, towards *Moy* and *Slego.*

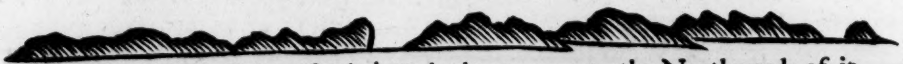

The Entrance of *Broad-haven.*
The *Stags.*
A


St. *Patricks.*
A
Black-Rock thwart from you, S. S. W. ſomewhat ſoutherly.

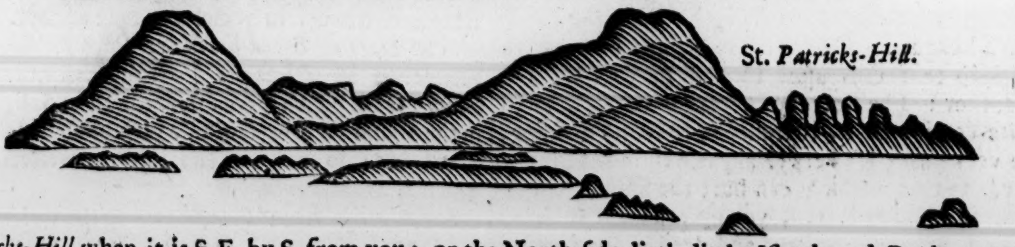
Thus ſheweth the Land to the Northwards of the black Rock as far as the *Stags*, and then to the Southwards paſt St. *Patricks Hill*, as is expreſſed in the foregoing Figures, you being thwart of the *Black-Rock.*



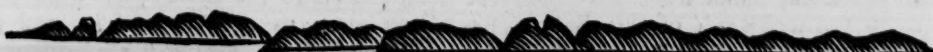
Thus ſheweth the Land between *Black-Rock* and *Alke-head*, being Eaſt from you; but when you come farther to the northwards, theſe high Hills do alſo alter and come wider one out of the other.



Thus ſheweth the Point of *Black-Rock* when you are to the Northwards of it.

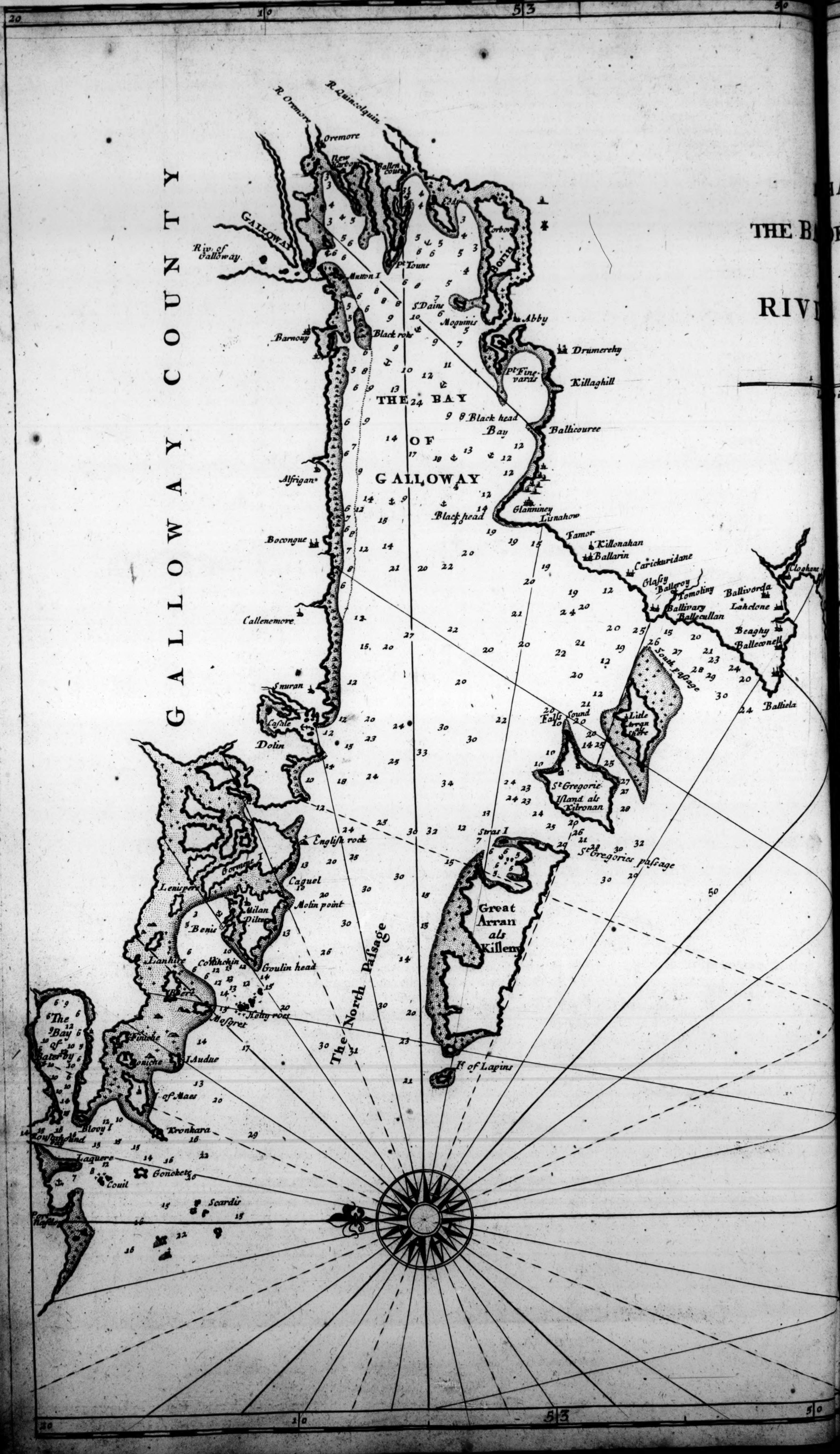

St. *Patricks-Hill.*

Thus ſheweth St. *Patricks-Hill* when it is S. E. by S. from you; on the North ſide lieth little Iſlands and Rocks not far from the Land.



Thus ſheweth the Point of *Black-Rock*: when you are to the ſouthwards of it, you may ſee a ſharp Rock over the Point.

St


CHAR
THE B OF G
AN
RIV SI
GALLOWAY COUNTY
R. Oremore
R. Quincolquin
Oremore
Riv. of Galloway
GALLOWAY
Mutton I
Pt. Toune
Corbon
S. Dains
Moquinis
Abby
Drumerehy
Killaghill
Barnouy
Black roks
Pt. Finevarus
Ballicouree
THE BAY OF GALLOWAY
Black head Bay
Alfrigan
Glanniney
Lisnahow
Black head
Bocongue
Famor
Killonahan
Ballarin
Carickuridane
Glasty
Balleroy
Tomoliny
Ballivary
Ballecullan
Ballivorda
Lahclone
Cloghane
Beaghy
Balleconell
Balliela
Callenemore
Snuran
Castle
Dolin
South Passage
False Sound
St. Gregorie Island als Kilronan
Straw I
St. Gregories passage
English rock
Caguel
Lenispere
Benis
Molin point
Goulin head
Lanhire
Great Arran als Killeny
The North Passage
Is. of Lapins
The Bay of
I. Audue
of Maes
Kronkara
Laquere
Gonoketz
Couil
Scardis
20
10
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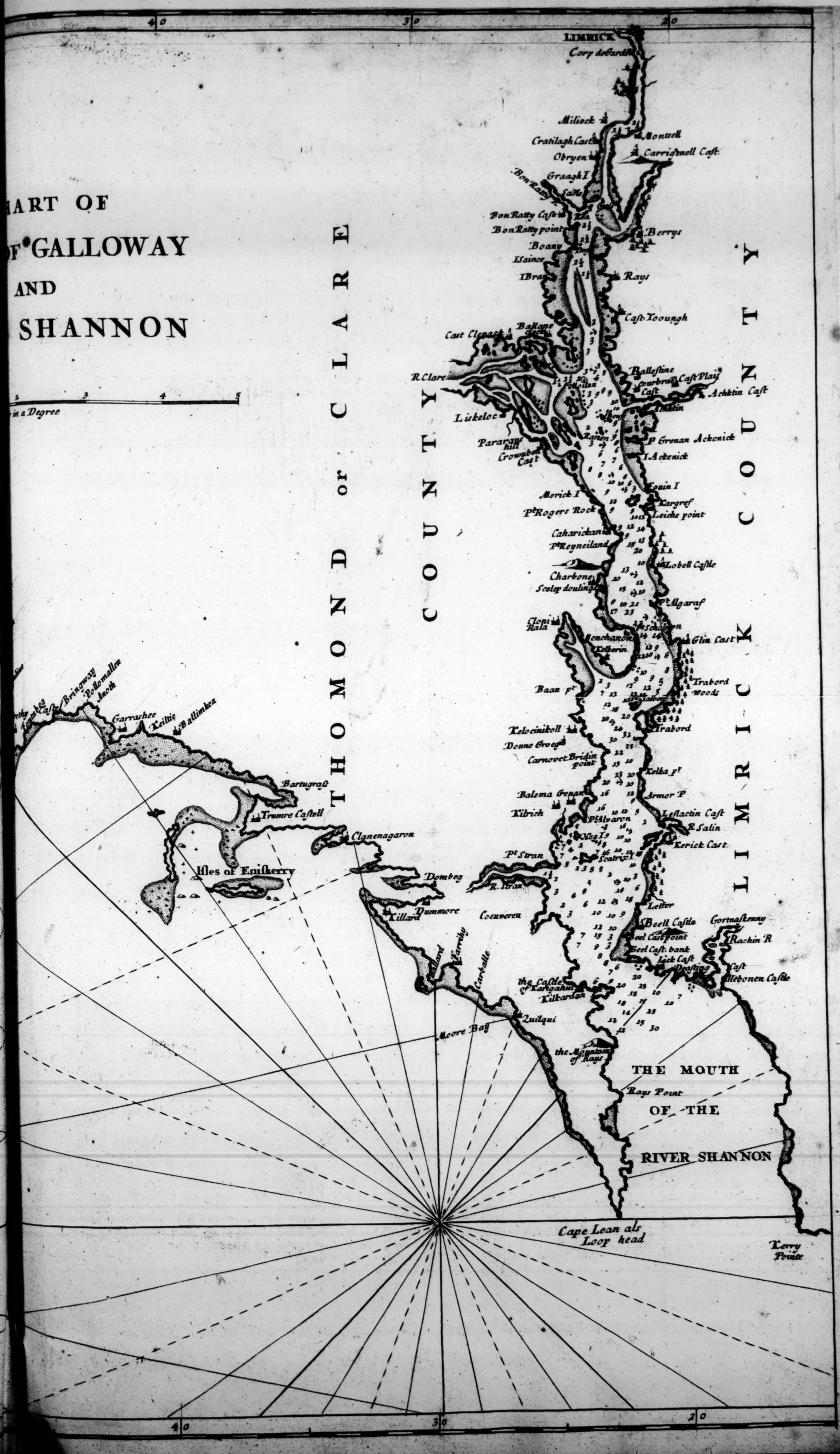
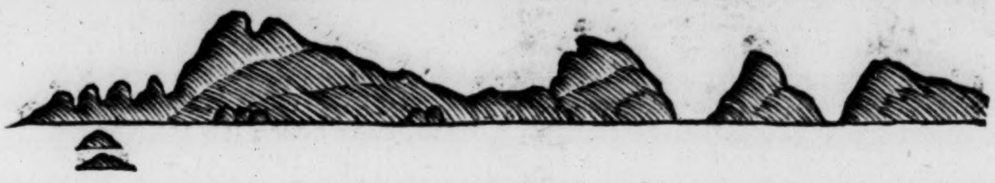
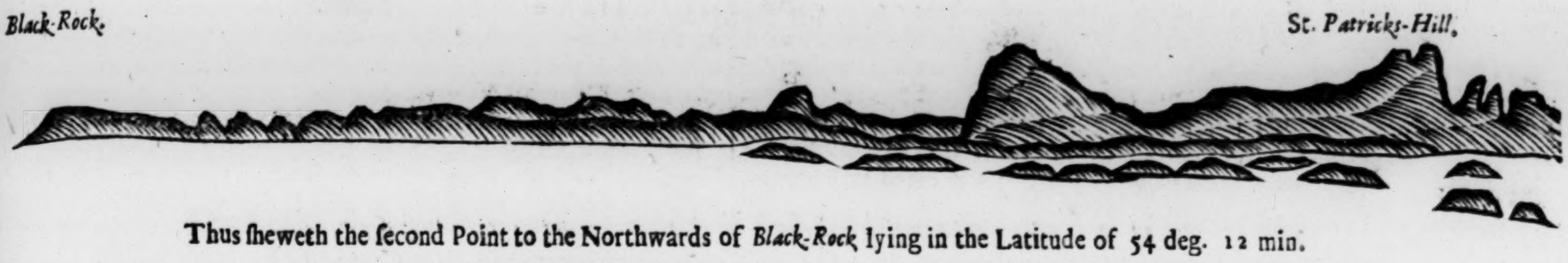
50



BRITISH MUSEUM


St. Patricks-Hill.


Black-Rock.
St. Patricks-Hill.

Thus ſheweth the ſecond Point to the Northwards of *Black-Rock* lying in the Latitude of 54 deg. 12 min.

Chap. IV. *A Deſcription of the Weſt Coaſt of* IRELAND, *from* Slyne-head *to the* Blaſques.

Slyne head Iſland Aran Galloway.

FRom *Slyne-head* to the Iſles of *Aran*, the Courſe is S.E. by S. 7 Leagues. Theſe Iſlands lie before the Bay of *Galloway*, and ſtretch themſelves from the Eaſt ſhoar N.W. by W. near 7 Leagues. Theſe 3 Iſlands makes 4 Paſſages, or In-lets, to ſail into the Bay of *Galloway*; the eaſtermoſt is that between the Iſland of *Shere*, or little *Aran*, through which you may run in boldly, keeping the Main ſhoar on board; for from the Iſland there lies a great ſhoald half Channel over, but to the Main it's clear, ſo that you will have no leſs than 15 fathom Water.

Little Aran St. Gregories Iſland.

The next Paſſage is between little *Aran* and St. *Gregories*, or the middle Iſland: This Paſſage is ſeldom us'd, becauſe dangerous by it's narrowneſs, eſpecially at the S. W. Entrance, occaſioned by the foul Ground, which ſtretcheth from the Eaſtermoſt Iſland, and from the weſt Point, a Mile directly weſt into the Sea, but if you keep St. *Gregories* ſhoar aboard, you may run through in 20 fathom water; this by ſome (who ſuppos'd there had been no Paſſage) is called the *falſe Paſſage*.

St. Gregories Sound.

The third is commonly ſtiled St. *Gregories* Sound, or Paſſage, which is between the weſtermoſt, and the middlemoſt Iſland; this is the moſt frequented of the three, becauſe you have no danger; the ſhoars of both ſides being clear.

The fourth is the North Sound, which is 2 Leagues broad; in going in from the South, you muſt not keep too near the weſtermoſt Iſland, for its North ſhoar is very foul rocky Ground; near a Mile off this Channel lies E. and W. neareſt; from the Entrance of this Channel to *Black-head* (which is the firſt Point on your Starboard ſide going in) is ſeven Leagues; from which Point to *Mutton Iſland*, which lies at the Entrance of *Galloway* Road, is N. E. by E. 3 Leagues and $\frac{1}{2}$; in your Courſe you muſt beware of a ſhoald, called the *Black Rocks*, which lie a League to the weſtward of *Mutton Iſland*; and about half a League from the ſhoar, there is five fathom water between that and the Main, but a very narrow Channel: after you are paſt *Mutton Iſland*, you may anchor in a Pool where is 5 or 6 fathom in good Ground; you cannot go to *Galloway* but with Boats; a S. W. Moon maketh here a full Sea; it flows ſo ſtrong in this Bay, that the Rocks, which at low water are bare; you ſail over them at high water: The Rivers and Bays in them are all barred and foul; you have a good Road on the South ſide between the Iſle of *Dains* and *Eddy*, and to the Eaſt of *Black-head*.

Galloway.

On the North ſhoar, ſailing from *Slyne-head*, you have ſeveral good Harbours, as *Port Naſdoy*; off which lies two ſmall Iſlands, called *Convit* Iſles, another *Gonkete*; this Paſſage is a Mile over, you ſail betwixt them; but commonly they leave the Iſlands on the Larboard, and run in where you have 14, 12, 8, and in the Entrance 7 fathom. To the Eaſt of this Harbour N. E. by N. above 2 Miles from *Convit* Iſles, you have the famous Bay of *Batterbuy*, which is above 4 Miles deep; the Entrance is narrow, but widens ſo much, that about the middle is 2 Miles broad, and no leſs than 5 fathom water cloſe to the ſhoar on both ſides, and 10 and 12 fathoms in the middle, all good clear Ground.

Port Naſdoy.

From *Port Naſdoy* to *Kronkara* Iſland is 4 Miles S. by E. half eaſterly; this Iſland is clean: but betwixt that and the Iſle of *Maes* is foul, and not paſſable.

Iſles of Audue.

If you ſail alongſt the North ſhoar, you muſt keep without the Iſles of *Audue* and *Moſgret*, and ſail in the mid Channel, betwixt the *Helty Roes* Iſland and the latter, ſo may you run into *Conichin* Bay in 15, 14, and 12 fathom water, and anchor in the bottom of this Bay in 9 or 7 fathom, but come no near the north ſhoar than 6 fathom, for it is foul rocky Ground a Mile and half off.

When you ſail out of this Bay you have a very fair and open Channel betwixt *Milan* Iſland and *Helty Roes* Iſland, about a Mile over from the outer Rocks which ſtretch themſelves from the Iſlands, and have no leſs than 12 fathom water; you may ſail all along the north ſhoar, keeping a Mile off, until you come to the *Black-Rocks*, of which we have already ſpoken; but nearer you'l find that ſhoar full of ſunken Rocks, and ſmall Iſlands all along.

Milan Iſland.

Loups-head.

If you paſs through the Eaſt Paſſage to the Southward, the Courſe to *Loups-head* is S. W. by S. about 12 Leagues; but this Courſe will not clear you of the ſhoalds which ſhoot from *Eniskerry* Iſlands, which are 5 Leagues from this Paſſage; therefore you ought to keep a Point and half more weſterly to prevent that danger.

If you paſs through the N. Channel, and ſail about the great Iſland of *Aran*, giving a ſmall Offing, then is *Loups-head* S. half Weſterly, 14 Leagues from you; when you paſs St. *Gregories* Channel, *Loups head* is S.S.W. 13 Leag. from you.

Loups-head.

Loups-head is the North Point of the great and famous River of *Limrick*; this Haven divides the Province of *Cannought* from *Munſter*, being of great length; for from this Head to *Limrick* is no leſs than 45 Miles.

Killkarden Point.

From *Loups-head* to *Killkarden* Point is near 3 Leagues; this River here is a Mile and half broad, and 20 fathom deep: From this Point to *Scatrix* Iſland is 5 Miles E. by N. good anchoring all the way; you muſt be cautious of a Bank which comes from the ſhoar, which is called *Bell-Caſtle Bank*, for it comes from that Point, and is about a mile and half from this Point of *Kilkarden*.

Scatrix Iſland.

Scatrix Iſland is all clear; on the N. W. Point comes a ſmall Shoal, cloſe by which you have $2\frac{1}{2}$ water; on the North ſide of this Iſland the Channel is 7 fathom cloſe by the Iſland, and 12 in the middle; towards the N. E. of this Iſland lieth a ſmall Iſland about $\frac{1}{2}$ a Mile off, called the *Hog*; by theſe 2 Iſlands is a clear Paſſage of 2 fathom; and another Paſſage between the *Hog* and the Shoar of 5 fathom; you have good anchoring any where about theſe Iſlands.

Tarboard Point.

From *Scatrix* Iſland to *Tarboard* Point, or Iſland, is *E.* by *S.* half Southerly 11 Miles, a fair Paſſage on both ſides the River, and good Anchoridg in any place, and deep water from 30 to 12, and cloſe to the Point 10 fathom, and in the middle of the Channel 15 fathom. This Iſland is upon the South ſhoar, and from the Point reaches $\frac{2}{3}$ of the Channel.

From *Tarbord* Point is 2 Leagues and a half *North* to *Tovin* Iſle; upon this Courſe you muſt ſail ſoutherly to clear the *North* ſhoar, which about 2 Miles points out to the South, keeping the middle of the Channel, you have nothing dangerous, for it's all deep water, and good anchoring.

Tovin Iſland.

From *Tovin* Iſland you come to a great Rock, called the *Beef*, and 2 ſmall Rocks, called the *Little Beefs*: Theſe Rocks lie triangular-wiſe, and are from this Iſland *E.* by *N.* 3 Miles, they are foul; therefore you muſt keep to the ſouthward of them, where you have 9 fathom water; on the *North* of theſe Rocks is a deep Bay, full of ſmall Iſlands and Rocks, and ſeveral ſhallow Channels going into *Clare* River.

Little Beefs.

From the *Beefs* you muſt keep the middle of the Channel; for about 3 Miles and a half farther you will have ſome ſunken Rocks which lie upon the end of a middle Ground, called *Harts-Rocks*; you muſt keep to the ſouthward of them, where you will have 3 fathom, and 2 fathom and half water; 4 Miles farther you come to the opening of the River *Bond-Ratty*, where you will ſee 2 ſmall Iſlands, the one upon the *Eaſt* Point of the River, the other a little above it; the firſt is call'd *Key* Iſles, the other *Graſs* Iſles; you muſt keep the Iſland aboard, and leave another on the Starboard ſide, which lies off theſe two Iſlands on the other ſhoar: But a Mile before you come up with theſe Iſlands, you will meet with

with a ſhoal of Rocks, called *Doagh*; the Rocks are right off *Boany* Point on the North ſide of the River; you may know this Point by an Iſland which lies to the Weſt abreſt with the Point; this Iſland is called *Saince*, you muſt keep the Rock on your Larboard, and ſail to the South of them.

Iſland Graſs.

Half a Mile from the Iſland *Graſs*, you will ſee two ſmall Iſlands more, betwixt which you muſt paſs in the middle of the Channel, where you will have 2 fathom water: About a Mile farther lieth ſome Rocks on the North ſhoar; if you keep the middle of the River ſomewhat to the ſouthward you may paſs them without danger; there is (keeping the middle of the River) no more danger, but you may ſail up to *Limrick*. When you come before the Town in the Haven, you muſt make faſt on the Caſtle with 3 or 4 Cables, for there goeth a very ſtrong Tide, as well Flood as Ebb, an *E. N. E.* Moon makes there a full Sea.

Blaſques.

From the Haven of *Limrick*, we ſhall ſtill proceed firſt to give the Courſe and Diſtance betwixt *Loups-head* and thoſe Iſlands, called the *Blaſques*, which is S. W. by W. 12 Leagues; and the better to compleat our Relation, ſhall give the breath of the Mouth of this River, and deſcribe the Coaſt which lies betwixt it and the other great Promontary which ſtretcheth it ſelf into the Sea, and is the moſt weſtward of all the Land of *Ireland*.

Loups-head.

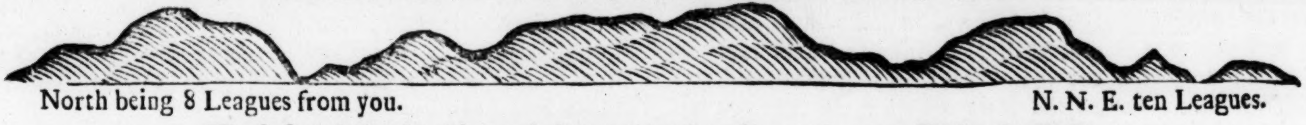
As *Loups-head* is the Northermoſt Point of this large River of *Shannon*, ſo Point *Kirre*, or *Cape Sanan* is the Southermoſt; betwixt the 2 Capes, or Points is the Mouth of this River: Their Diſtance from each other is 7 Miles, the Courſe S. by W. to the South of this Point runs in a round and deep Bay, called *Trally*; in the middle of which is an Iſland, called *Fenor*; this Bay is 3 Leagues deep, and about 2 Leagues at the Entrance; and next to that is another Bay, called *Likerm* Bay, or by ſome *Hogg* Bay, by reaſon of many ſmall Iſlands there, called by that Name; 8 Miles farther Weſt, is the Bay, or Haven of *Smerwick*; from this Haven to the Mouth of the River, the Courſe is *E. N. E.* 7 Leagues; the ſhoar being clear and free from any danger.

Smirwick Haven.

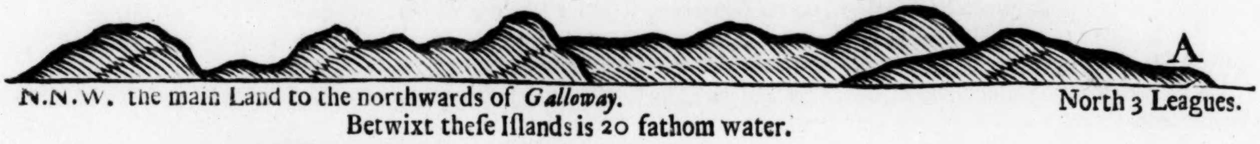
In *Smirwick*-Haven is good and ſafe anchoring from any Wind, but that from the North, unto which it lies expoſed; you have no danger coming in to this Harbour; there is a ſmall Rock, or Iſland at the Eaſt Point coming in, but is always above water, and clean Ground by it; coming about the weſtermoſt Point, you have 3 Iſlands lying alongſt the ſhoar, called the 3 *Siſters*; theſe lie at the Entrance of the Sound, or Paſſage, called *Blaſques* Sound, which receiveth its Name from thoſe Iſlands that lie off this Promontory.

Blaſques.

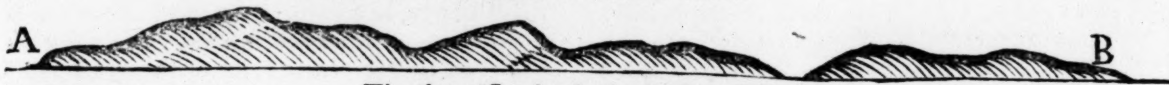
The Iſlands, as alſo the main Land, to the Northwards and Southwards of the Bay of *Galloway*, when you are right before the Iſland *Aran*, as as expreſſed in theſe five following Figures.


North being 8 Leagues from you.
N. N. E. ten Leagues.

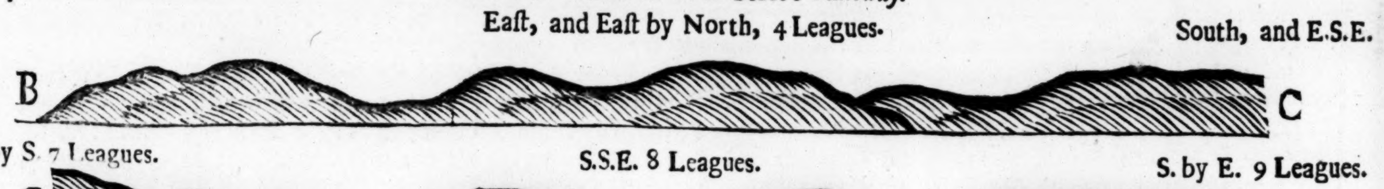
Theſe four following Figures belong one to the other, as is expreſſed by the Marks.

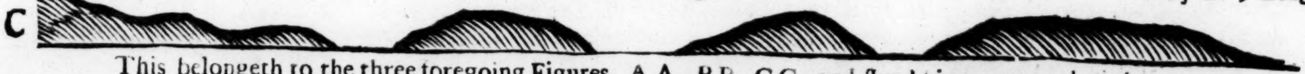

A
N.N.W. the main Land to the northwards of *Galloway*.
North 3 Leagues.

Betwixt theſe Iſlands is 20 fathom water.

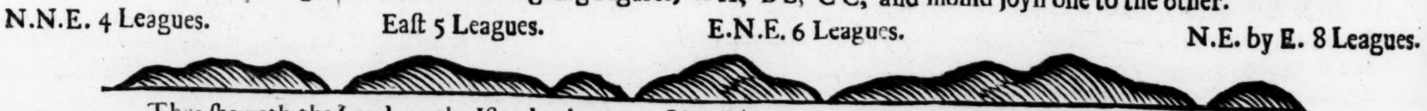


The three Iſlands of *Aran* before *Galloway*.

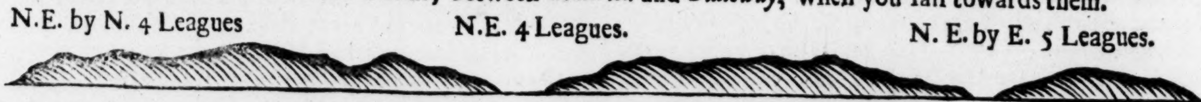

East, and East by North, 4 Leagues.
South, and E.S.E.
B
C
S.E by S. 7 Leagues.
S.S.E. 8 Leagues.
S. by E. 9 Leagues.



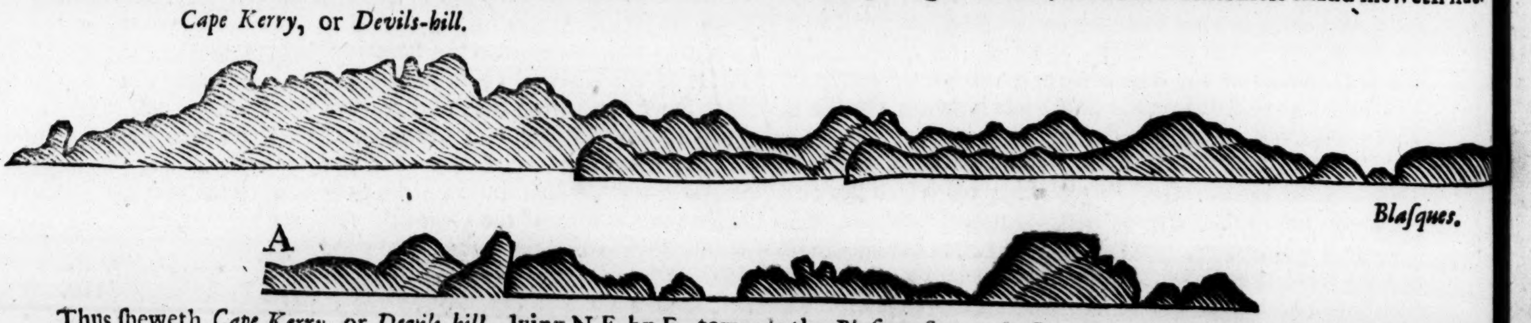
This belongeth to the three foregoing Figures, A A, B B, C C, and ſhould joyn one to the other.


N.N.E. 4 Leagues.
Eaſt 5 Leagues.
E.N.E. 6 Leagues.
N.E. by E. 8 Leagues.

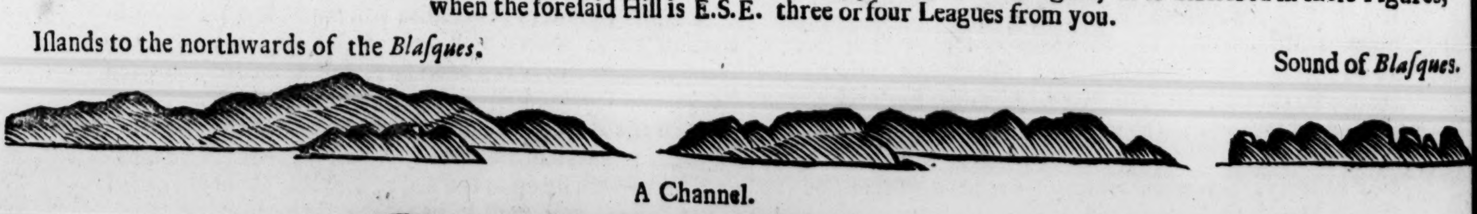
Thus ſheweth the Land on the Iſlands, between *Limerick* and *Galloway*, when you ſail towards them.

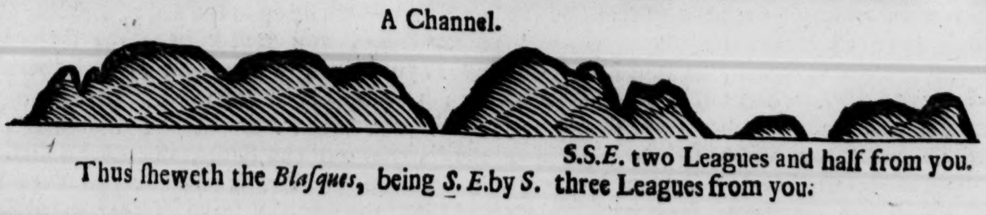

N.E. by N. 4 Leagues
N.E. 4 Leagues.
N. E. by E. 5 Leagues.

Thus ſheweth the Iſlands of *Aran*, when the midſt of the Iſland is N. about 5 Leagues diſtant, then the ſouthermoſt Iſland ſheweth flat.


Cape Kerry, or *Devils-hill*.
Blaſques.
A

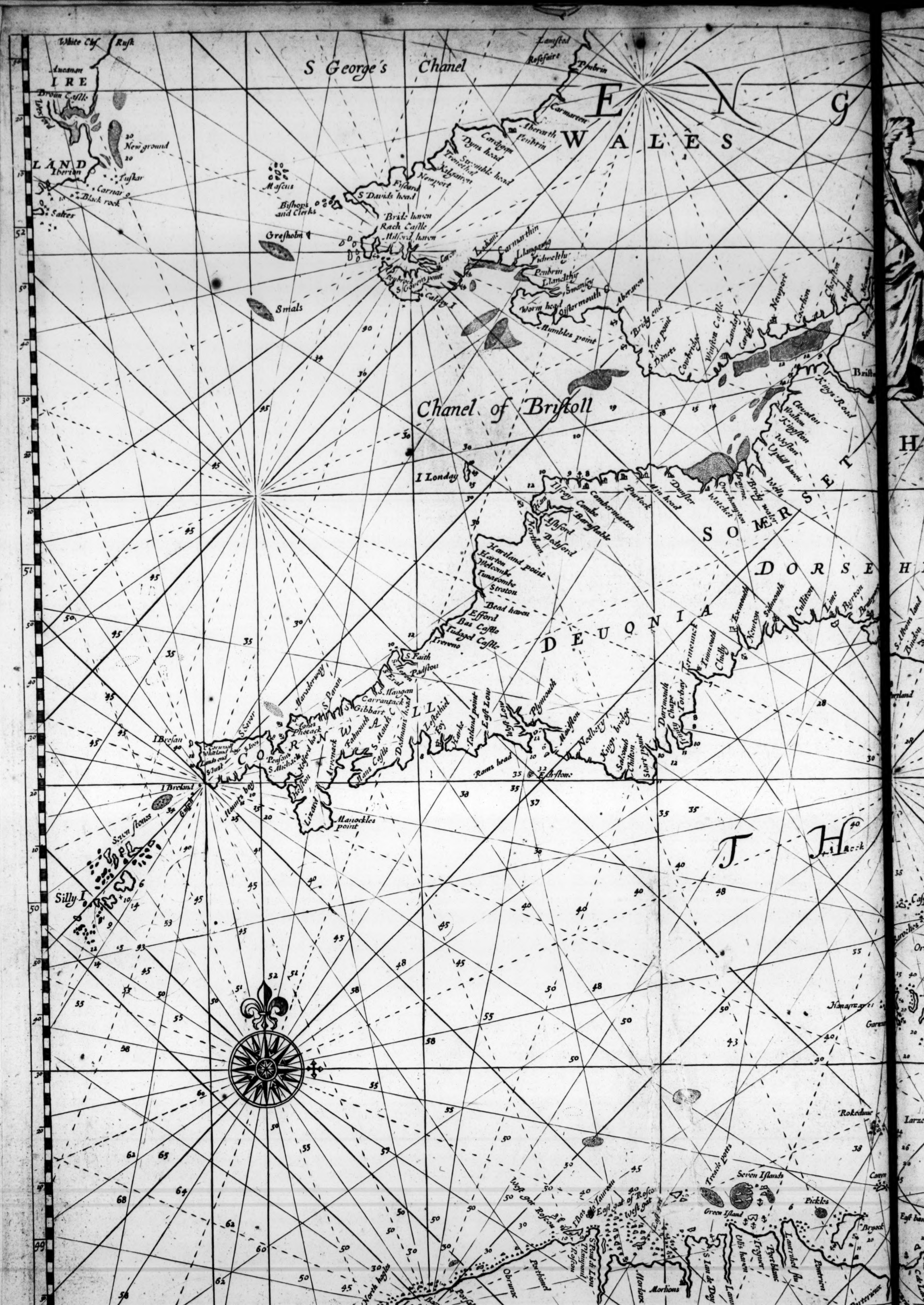
Thus ſheweth *Cape Kerry* or *Devils-hill*, lying N.E. by E. towards the *Blaſques* five or ſix Leagues, as is deſcribed in theſe Figures, when the foreſaid Hill is E.S.E. three or four Leagues from you.

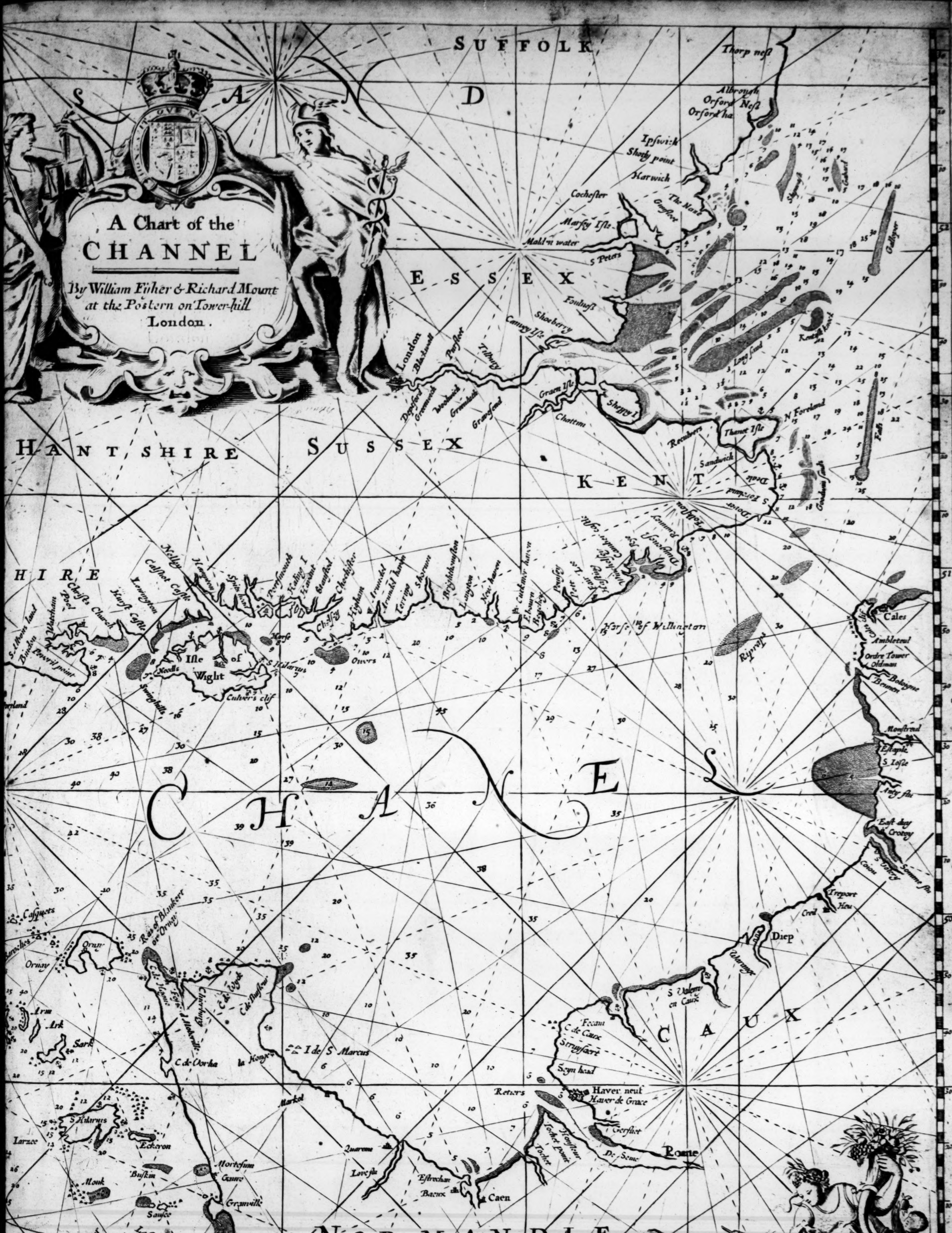

Iſlands to the northwards of the *Blaſques*.
Sound of *Blaſques*.
A Channel.

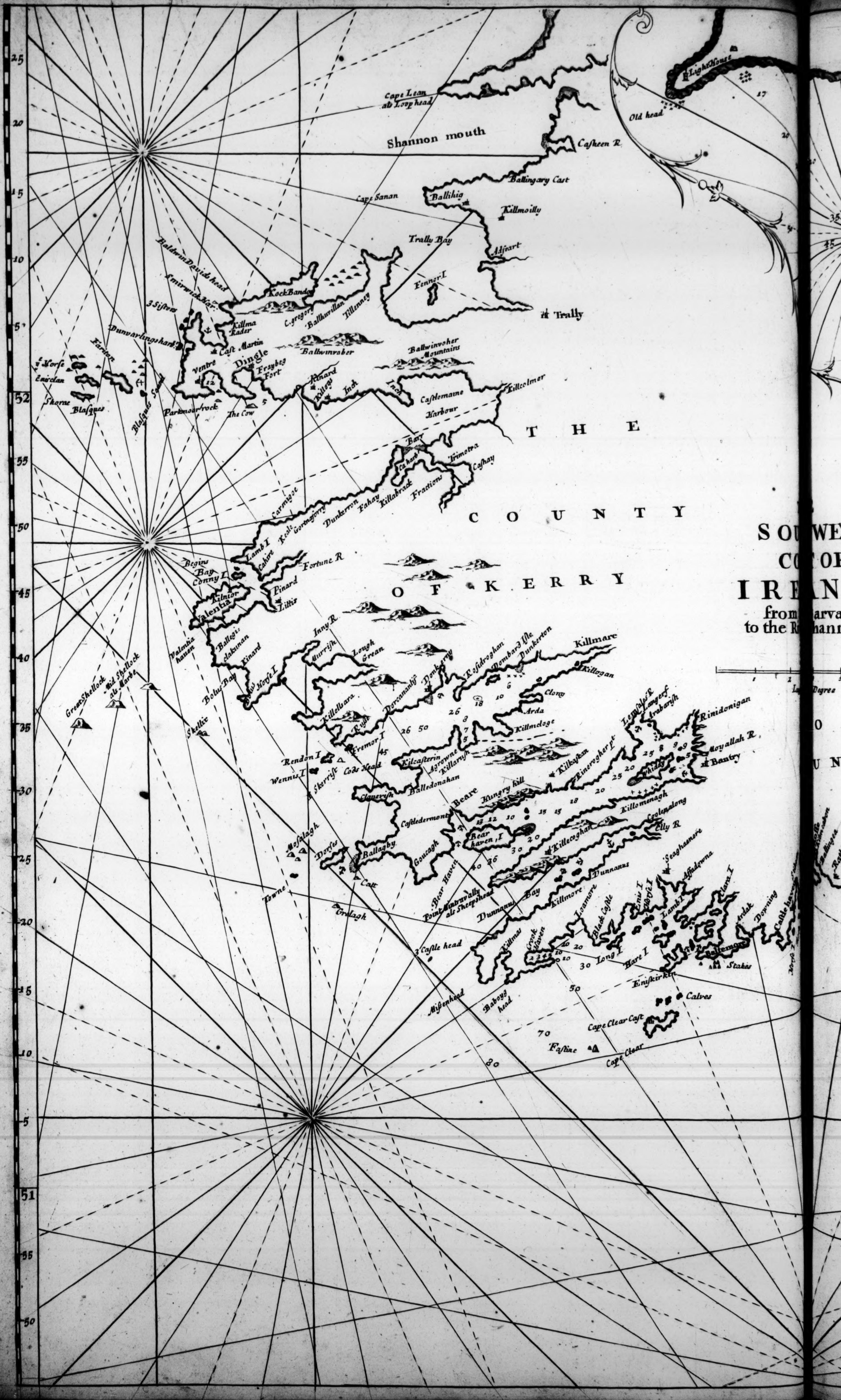

S.S.E. two Leagues and half from you.

Thus ſheweth the *Blaſques*, being S. E. by S. three Leagues from you.

Ou


S George's Chanel
IRELAND
White Clif
Rusk
Aneamon
Broun Castle
Wexford
New ground
Iberion
Tuskar
Carnar
Black rock
Saltes
Mascus
Bishops and Clerks
Gresholm
Smals
S Davids head
Fiscard
Newport
Kilgaren
Trenethal
Strumble head
Dyns head
Cardigan
Aberarth
Penbrin
Carmarten
Pembrin
Rosefaire
Lamsted
Brid haven
Rach Castle
Milford haven
Pembrok
S Govens point
Caldey I
Ladame
Carmarthin
Llangang
Kidwelthy
Penbrin
Llanelthy
Swansey
Worm head
Oistermouth
Mumbles point
Aberavon
Bridg end
New point
Donets
Cowbridge
Winston Castle
Landaf
Cardiff
Newport
Carlion
Chepston
Ivyston
Bristol
Kings Road
ENG
WALES
Chanel of Bristoll
I Londay
Ilfray
Combe
Combermarten
Purlock
Min head
Dunster
Watchet
Overhampton
Brigune
Bridg water
Wells
Uphill haven
Weston
Kingston
Walton
Clevedon
Ham
Ashford
Barnstable
Northam
Bedsford
SOMERSET
DORSET
Hartland point
Harton
Welcombe
Tunacombe
Straton
Bead haven
Efford
Bas Castle
Tindagel Castle
Ireveno
DEUONIA
S Faith
Padstou
S Eral
S Mangan
Carrantack
Gibbart
Manderway
S Paran
S Sever
I Bresan
Whitland bay
Lands end
S Just
S Ives
Agnes
Phorack
Pensans
S Michaels
Helford haven
Helston
Lizard
Arromack
Falmouth
S Mauds
Mans Castle
Dodmans head
Lestethiel
Foy
Hawke
Tatland point
East Low
West Low
Plymouth
Maiston
Nedbery
Kings bridge
Salcomb
Chilton
Start point
Dartmouth
Chape
Trinity
Torbay
Termeunck
Tinmouth
Chidly
Exmouth
Newton
Sidmouth
Culliton
Lime
Byrton
Rams head
Edystone
Manockles point
Mounts bay
I Breland
Seven stones
Gulfe
Silly I
CORNWALL
THE
Rock
Hanaways
Rokedune
Treacle potts
Seven Islands
Green Island
Pickles
Brygack
Portrieux
Pontrieu
Lantrihel flu
Port blanc
Lreguer
Ulis haven
Lannion flu
S Ian de Doy
Morlions
Morlaix
East gat
West gat
East gat of Rosco
I Bas de Taureau
S Paul de Lion
Plainpaul
Roscou
West gat Roscou
Porthinel
Obrurac
Porsal
Bacovent
Le four
Pinnes
North hagles
South hagles
Ushant
Black bay
Conquets port
Conquet
Conquets haven
S Mathews Clost
Brest
Brest water
Landerneau
Le Fou
Corden
Brezberg
Boldwids bay
Boldavid
Kimmenesse
Chickens
Colougier
Breesound
Les Seems
Keyser
Eysseren
Ras of Fountenau
Fountenau
Frissh bay
Slaep lakens
Kaye
BRETAIGNE
FR


A Chart of the CHANNEL
By William Fisher & Richard Mount at the Postern on Tower-hill London.
SUFFOLK
ESSEX
KENT
SUSSEX
HANT SHIRE
SHIRE
CHANEL
NORMANDIE
CAUX
FRANCE
Thorp ness
Albrough
Orford Ness
Orford ha
Ipswich
Shotly point
Harwich
Cochester
The Nase
Gunfleet
Marsey Isle
Mald'n water
S Peters
Foulness
Shoebery
Canvey Isle
London
Blackwall
Purfleet
Tilbury
Deptford
Greenwich
Woolwich
Greenhith
Gravesend
Grane Isle
Chattam
Shepey I
Reculvers
Thanet Isle
N Foreland
Sandwich
Deale
S Foreland
Dover
Folkeston
Long Sand
Kentish Knock
Galloper
Falls
Goodwin Sands
Rumney
Dungeness
Isle of Wight
Needls
Culvers clif
S Helens
Portsmouth
Spithead
Cowes
Calshot Castle
Hurst Castle
Lemington
Christs Church
Poole
Wareham
Peverill point
S Albans land
Portland
Chichester
Selsey
Owers
Arundel
Shoram
Brightemsted
New haven
Beachy
Horse of Willington
Riprap
Cales
Ambleteuse
Bolongne
Monstreul
Estaple
S Iosse
East Bay
Crotoy
S Valery
Somme flu
Treport
Diep
S Valery en Caux
Fecam
C de Caux
Haver neuf
Haver de Grace
Harfleur
Seyn head
Rone
Caen
Baieux
Quarome
I de S Marcus
la Hogue
C de Barflue
Cherburg
C la Hague
Race of Blanckert or Orney
Orney
Caskets
Sark
Ark
S Hilarius
Eckerou
Monk
Granville
S Malo
Port Orsum
English and French Leagues 20 in one degree
Duytsche Mylen 15 in een graedt
Leguaes de Spania 17½ un grado
5
10
15
20
25


SOUTWE
COCOR
IREAN
from Garva
to the R hann
Shannon mouth
Cape Lean als Loop head
Caſheen R.
Ballingary Caſt
Old head
Light House
Cape Sanan
Ballihig
Killmoilly
Trally Bay
Adſeart
Fennor I
Trally
Baldwin Davids head
Smirwick Har.
3 Sisters
Kock Bande
C. gregory
Ballhurillan
Tillenney
Killma Rader
Dunvarlings harb.
Fariton
Caſt Martin
Dingle
Ventre
Fraybeg Fort
Ballwinraber
Ballwinvoher Mountains
y. Horſe
Eniſclan
Shorne
Blaſques
Blaſques Sound
Parkmoor rock
The Cow
Kinard
Killogs
Inch
Inch
Caſtlemaine Harbour
Killcolmer
THE
COUNTY
OF KERRY
Bar
Ca harb.
Trimotra
Caſhay
Fractions
Killabrack
Fahay
Dunkerron
Gortnaſorry
Keale
Carmigoe
Lamb I
Cahire
Begins Bay
Conny I
Fortune R
Pinard
Lillis
Kilnior
Valentia
Valentia haven
Ballegi: clakunan
Kinard
Bolus Bay
Bolus
Horſe I
Inny R
Muurriſh
Lough Grean
Great Skellock
Mid Skellock als Marble
Skellix
Killellsara
Ruſſe
Dorcananliſ
Donkerry
Roſſdroghan
Dombard Iſle
Dunkerton
Killmare
Killogan
Clony
Arda
Killmcloge
Fremor I
Rendon I
Wennis I
Skerriſt
Cods Head
Kilcaſterin
Agrowne
Killariſh
Balledonahan
Claneriſh
Kilkaſkan
Rinerogher pt.
Lemſales R
Langerſ
Arabariſh
Rinidonigan
Moyallah R.
Bantry
Whiddy
Hungry hill
Beare
Caſtledermont
Bear haven, I
Killomenagh
Coolenalong
Elly R
Killecoghan
Goucagh
Ballagby
Moſalagh
Dorſes
Catt
Towne
Grelagh
Bear Haven
Point Iintravally als Sheepshead
Dunnanus
Dunnanus Bay
Killmore
Loamore
Black Caſtle
Enis I
Horſe I
Seaghaenore
Affadowna
Lamb I
Clara I
Ardak
Downing
Caſtle haven
Horſe I
Baltemore
Stakes
Long I
Hare I
Eniſkirkin
Calves
3 Caſtle head
Killmas
Crook Haven
Miſſenhead
Baboyg head
Cape Clear Caſt
Faſtine
Cape Clear
Lon Degree
52
51
25
20
15
10
5
55
50
45
40
35
30
25
20
15
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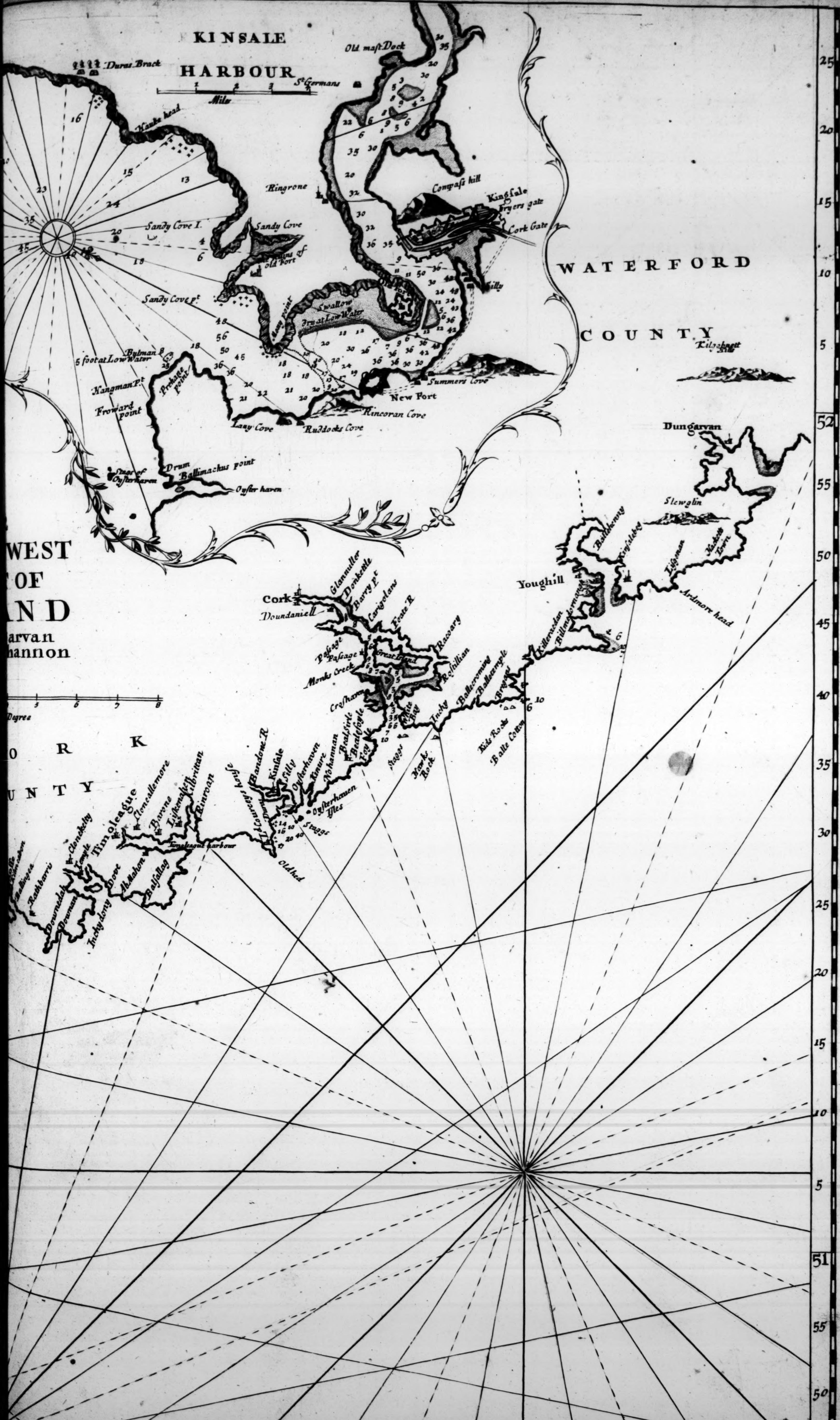
70
80


KINSALE
HARBOUR
Miles
1 2 3 4
Old mast Dock
Dures Brack
St. Germans
Wauke head
Ringrone
Compass hill
Kingsale
Fryers gate
Cork Gate
Sandy Cove I.
Sandy Cove
Sandy Cove Pt.
Ruins of old Fort
Swallow
Drust Low Water
Silly
5 foot at Low Water
Bulman R.
Hangman Pt.
Preharge point
Froward point
Summers Cove
New Fort
Rincoran Cove
Lazy Cove
Ruddocks Cove
Drum
Ballimachus point
Stags of Oysterhaven
Oyster haven
WATERFORD
COUNTY
Kilgobbett
Dungarvan
Slewglin
Youghill
Ballinamony
Kinsalebeg
Lismore
Mackett Fort
Ardmore head
Killeragh
Cork
Doundaniell
Glanmuller
Donkettle
Barry Pt.
Carigolans
Frate R
Racoary
Passage
Great Island
Monks Creek
Rostillian
Ballecroming
Ballecrengle
Inchy
Kids Rocks
Balle Cotton
Crosshaven
White Bay
Stags
Brook Rock
Bandone R
Kinsale
Silly
Oysterhaven
Kinure
Nohannan
Oysterhaven Isles
Stags
Oldhed
Rinroan
Timoleague
Timoleague harbour
Barone
Clonakelty
Dunmanway
Ballinspittle
Rathbarry
Inchydony
WEST
OF
LAND
Dungarvan
Ross Channon
K
R
O
UNTY
Degree
5 6 7 8
25
20
15
10
5
52
55
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45
40
35
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15
10
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51
55
50

BRITISH MUSEUM

Chap. V. *A Deſcription of the South-weſt Coaſt of* Ireland, *from the River* Shannon *to* Dongarvan.

Blaſques.

THree or four Leagues W.S.W. from *Smerrick*, a little off from the Land, lie 4 Iſlands, being high round Hills and Rocks, called the *Blaſques*, with ſome other Rocks, and little Iſlands about them.

The Sound betwixt them and the main Land, is called the Sound of *Blaſques*, lieth through neareſt N. and S.

He that is bound to the northwards, may anchor at the S. ſide before the Sound for weſterly and northerly Winds, and not be in-bayed upon Lee-ſhoar: For if the Wind ſhift Eaſterly, he may either go through the Sound, or elſe go about a Seaboard to the *Blaſques*. If the Wind ſhift weſterly or ſoutherly, he may run through the Sound, and further his Voyage. There runneth through a very ſtrong Tide, as well of the Flood, as of the Ebb, which muſt be conſidered.

Skellocks.

7 Leagues to the Southwards of the *Blaſques*, lie 3 great Rocks, called the *Skellocks*, the Eaſtermoſt about a League, and the weſtermoſt 3 Leagnes a Seaboard to the Land; when you come from the ſouthwards, and ſee them firſt, they ſhow like Sails of Ships.

Dingle Bay

Betwixt the *Skellocks* and the *Blaſques*, goeth in a broad Bay deep into the Land, called *Dingle* Bay, with divers Havens in it.

About a League and a half from the Sound of *Blaſques*, lieth a Haven, called *Ventrie*; a great League to the eaſtwards of it another, called *Dingle*, or *Dingle de Couch*, it lieth N. W. in; at the W. Point of it lieth a Rock, called the *Cow*, which is clean, ſo that you may ſail round about it, withont taking any hurt; at high Water, with Spring-Tides, it floweth even under water.

This Haven of *Dingle* and the *Skellocks* are E. and W. diſtant from the outermoſt Iſland 5 Leagues. The bottom of this Bay is called *Caſtle-main*, where Ships may lie very ſafe.

N. E. from the *Skellocks*, S. E. from the Sound of *Blaſques*, and S. E. from the *Ventrie*, lieth a Haven, at the Eaſt end of the Iſland *Valentia*, called *Begins*-Bay, which lieth E. S. E. in; you muſt give the Eaſt Point of the Iſlands a birth off, becauſe it is foul, and lieth a good ways off; there lieth alſo a ſunken Rock on the Iſland ſide, which you muſt take heed of; when you are come within the Entry of the Haven, you muſt go E. by N. unto the Road, which is right againſt a red Cliff that lieth on the South ſide.

Lough-grean. Bay.

As you ſail within the *Skellock*, you paſs *Bolus Bay*; about the S. Point of which is a very good Harbour, called *Loughgrean* Bay, in which is very ſafe riding for many Ships with the Wind from the W. to S. W.

The *Skellocks* and Cape *Dorſey* lie N. W. and S. E. 6 Leagues aſunder; betwixt them both goeth in alſo a great broad Sound N. E. in.

This Sound is called *Kilmore* Sound, or River; at the Entrance of which you have 4 Iſlands which range S. W. by W. on the N. ſide of this Sound, in which are many good Havens and Roads, where you ride ſafe and landlockt: When you enter this Sound, you leave the Iſland *Wenis* landlockt on your Larboard, then you have 45 fathom water, which depth continueth, until you come off *Cods-head*, which is the ſecond Point on the Starboard, or the eaſtermoſt Point of *Kilmore* Bay; two Leagues farther is a fine deep Bay, in which you may ride all Winds ſafe in 8, 7, or 6 fathom; a little to the Eaſt, even juſt about the eaſtermoſt Point of this Bay, is the Bay of *Kilmelog*, not inferiour to this; and N.N.W. from *Agrown*, over on the North ſhoar, is the Road, or Bay of *Donkerny*: The S. Point of this Sound is called *Claneriſh*; betwixt which Point and the *Dorſes* is a deep Bay.

Cape *Dorſey* is an Iſland, within which a Ship may ſail and ride under.

For to go in there from the ſouthwards; you muſt give the E. ſide a birth, that is, the ſide of the main Land, which is foul, and run in alongſt by the ſide of the Iſland, until you are come within, where you may anchor ſafe.

Without Cape *Dorſey* lie ſeveral great Rocks, which are clean round about, ſo that you may ſail through between them without fear; there is nothing that can hurt, but what may be ſeen.

Mizan-head.

About 6 Leagues from Cape *Dorſes*, lieth the Point *Mizan-head*; betwixt them both goeth in a great Bay, or River, deep into the Land (with divers Havens and Roads) called *Bantrey*.

A great League to the Northwards of *Mizan-head*, lieth a Point, called the *Toree Caſtle-head*; upon it ſtands three Towers, but you can hardly ſee them, except you be near the Land: Alſo a great League more to the Northwards, lieth a ſmall Point, called *Sheeps-head*. Betwixt theſe two Points goeth in a great broad Bay, called *Donnams* Bay: It is a place of no Trade, and little frequented: It is a fit place to ſave Ships, and all over good Anchor-ground.

From *Sheeps-head* to *Beer-haven*, the Courſe is N. by W. or ſomewhat weſterly, about a League; it goeth in between an Iſland on the Eaſt ſide and the main Land, towards Cape *Dorſes* on the weſt ſide; it is about a great Muſquet Shot broad, The foreſaid Iſland on the Eaſt ſide, is called the Iſland of *Beer-haven*, and is about 2 Leagues long.

For to ſail in there, you muſt keep the mid way; in the Entry of the Haven which is clean, without any foul Ground: After you are come in, there ſtandeth, on the Larboard ſide, a ruined Caſtle; and a little further are two little Rivers, cloſe one by the other; between theſe two little Rivers ſtand ſome Fiſhermens Houſes. You may ſail into the foreſaid little Rivers, they are deep enough, but the common place of Anchoring is before them, or by that foreſaid ruined Caſtle, or elſe ſomewhat farther in; it is all over good anchoring, and clean Ground, except right againſt the foreſaid little Rivers, lie ſome Rocks about the middle of the Channel, which are cover'd at high water; theſe only muſt be ſhunned, but you may go on either ſide of them.

Old-Caſtle.

Somewhat farther in the Bay ſtandeth another Caſtle, called *Old Caſtle*, from thence a Ship may ſail alongſt to the Northwards of the Iſland *Beer havea*, and come out to the Eaſtwards into *Bantrey*.

The Sound on the N. ſide of the Iſland is large, broad, and clean, 13, 12, and 10 fathom deep.

The Eaſt Point of the Iſland is a ſharp Point, and very foul; there lieth off a Ledg of Rocks, ſome of which lie under water at low water, but the ſide of the Main is clean and clear. In this Entry lie alſo two great Rocks high above water, but clean round about; you may run through between theſe Rocks, or to the ſouthwards, betwixt them and the foreſaid Ledg of Rocks, or alſo to the northwards alongſt betwixt them and the main Land, as well in coming in, as in ſailing out, there is no danger more than may be ſeen.

Bantry-Bay.

From *Beer haven* to the N. E. Point of the Iſland *Whiddy*, lieth *Bantrey* E. N. E. and N. E. by E. 4 Leagues. From the Entrance of this great Bay of *Bantrey*, is very clear from any danger but what's viſible, its deep water: Over againſt *Beer haven*, in the midſt of the Fair-way, is 40, 36, and 30 fathom; within, and betwixt the ſaid Iſland and the Main, which is called the North Sound of *Beer haven*, is 15 and 10 fathom; and further in towards the Iſland *Whiddy*, it is again 20 and 25 fathom deep: You may ſail round about the Iſland *Whiddy*, (which is about a League long) but to the northwards it is beſt.

For to ſail in about to the Northwards, or to the Eaſtwards, you may go in cloſe by the N. or E. Point; but a little within the Point, lieth a little Ledg of Rocks, a little Muſquet Shot off from the ſhoar, which at high water lies covered, but at half Ebb beginneth to come above water, that only is there to be ſhunned; being paſt it, you may anchor all over.

About that foreſaid Point lies two ſmall Iſlands, by the greater, you may ſail alongſt on both ſides of it, either within, or without it, until you come before a Gentlemans Houſe, upon the Iſland *Whiddy*, which is white, and anchor there right againſt it in 3, 4, or 5 fathom, as deep, or ſhallow, according as they deſire to ride near or far from the ſhoar; it is there all over clean Ground.

He that will ſail to the Southwards of *Whiddy*, had need be very well acquainted; for betwixt this Iſland and the main Land its (in moſt places) foul and ſtony.

From the Weſt end of the *Whiddy*, lie alſo ſome foul Grounds and Rocks, ſomewhat off the Iſland to Seawards, ſome above, and ſome under water.

To the ſouthwards of *Whiddy*, upon the main Land, ſtandeth a Friery or *Abby*; right againſt it is the common Road, and it is very good Ground, in 4, 5, or 6 fathom, according as you ſhall ride far or near to the ſhoar; to the Northwards lieth a little Iſland ſo low in the midſt, that at Spring-Tides the Sea floweth over, and divideth it in two.

Longerf.

A great League from the Eaſt Point of the *Whiddy*, W.N.W. lieth a Haven, called *Longerf*; when you ſail from the foreſaid Point towards it, you ſhall meet right in the Fair-way, about half ways over, a great Rock, which you may ſail about on both ſides, but it is beſt on the off-ſide, becauſe it is clean and clear, but on the inner ſide lieth ſome foul Ground. He that will ſail through on the inner ſide, had need to be very well acquainted.

The foreſaid Haven of *Longerf*, lieth N.N.W. Even within it, in the Entrance on the Starboard ſide, lieth ſome foul Ground, which at low water (at the Spring-Tides) may be ſeen dry; theſe muſt be ſhunned, or elſe it is there within all over good anchoring, and good Ground; there is no more danger but what may be ſeen.

When you are near the Iſland *Whiddy*, about the midſt of the Bay, you cannot ſee the Land without the Iſland *Beer-haven* on the W. ſide of the Bay, becauſe it falleth away to the weſtwards.

Crook-haven.

From *Mizan-head* unto Cape *Clear*, the Courſe is E. by S. half Southerly 4 Leagues About 2 Leagues within, or to the E. of *Mizan-head*, and N. W. from Cape *Clear*, lieth a Haven, called *Crook-haven*. He that cometh from the Eaſt, and is bound in there, muſt run alongſt by Cape *Clear*, up about it to the northwards ſo far, until he may ſee through into the Sea, to the northwards of Cape *Clear*, as through a hole, and ſet then his Courſe W. N. W. keeping that foreſaid Hole (to the Northwards of Cape *Clear*) open, then he ſhall fall right with *Crook-haven*, which lieth in W. S. W. and there he may anchor before the little Town in 3 fathom, and 2 fathom and a half. It was wont heretofore to be deeper there, but it is ſpoiled moſt by caſting of Ballaſt; you may alſo anchor further out, than before the Town; there it is deeper, and all over clean Ground.

Faſtney. School-haven.

Two little Leagues W. by S. from Cape *Clear*, lieth a high ſteep Rock alone in the Sea, called *Faſtney*, which ſheweth at firſt ſight like unto a Sail. 3 or 4 Leagues N. from this Rock lieth a Haven, called *School-haven*.

Iſle Sherk,

A little to the Eaſtwards of the Iſland of Cape *Clear*, lieth another Iſland, called *Iſle Sherk*, or *Iniſherkin*. To the Eaſtwards of it, betwixt that Iſland and the main Land, goeth in a Haven, called *Baltemoor-haven*; it is ſomewhat narrow at the Mouth of the Haven; but within it is large and broad; there may you anchor on both ſides where you will, and lie landlockt for all Winds. On the Weſt ſide, within the Haven, ſtandeth a Friery, cloſe before it you may anchor in 5 and 6 fathom; in the midſt of the Haven, it is 6 and 7 fathom deep. A little to the Northwards of the foreſaid Friery, ſtandeth a Caſtle upon a Point. In the Mouth of the Haven lieth a ſunken Rock, neareſt to the Eaſt ſide, and within in the midſt of the Haven is a Rock, which at high water lieth under, and at low water lieth above water, there is nothing elſe that can hurt. A little to the Eaſtwards, without the Haven, lieth another Rock, 6 or 7 Ships length from the ſhoar.

To ſail through within the Iſlands of Cape Clear.

To the Northwards of the Iſle *Iniſherkin*; you may go to the weſtwards through betwixt Iſle *Iniſherkin*, and the Iſland *Spain*, and come out again into the Sea by Cape Cape *Clear*; but it is to be done only with ſmall Ships, and not without danger. Betwixt Iſle *Iniſherkin* and *Spain*, there is at half-flood not more than 12 or 13 foot water.

At divers other places betwixt theſe Iſlands, it is rocky and ſhoal, ſo that it is not good to go through within, except you be very well acquainted, and then at high Water and ſpring Tides.

Stags.

A little League to the Eaſtwards of *Baltemoore*, lie the *Stags*; a Mile from the ſhoar, they are 5 or 6 high ſteep Rocks. When you come from the Eaſtwards alongſt by the ſhoar, and get firſt ſight of them, they are like unto ſome ſpiery Towers together; you may ſail through betwixt them and the main Land, it is there large and broad enough.

Caſtle-haven.

N. E. about 2 Leagues from the ſaid *Stags*, lieth *Caſtle-haven*; without it, on the W. ſide, lieth a little Iſland, called the *Horſe*, you muſt leave it on the Larboard; and another little flat Iſland on the Starboard ſide, that lieth ſo cloſe to the Land, that at low water you may go dry-foot over from it to the main Land. Within the Haven ſtandeth a little Chappel; when you will ſail in there, you muſt run in right with it, cloſe alongſt by the foreſaid little Iſland on the Eaſt ſide.

When you are come in thwart of the Chappel, you ſhall ſee a Caſtle on the Weſt ſide; over againſt that Caſtle you may anchor in 12 fathom.

Two Leagues N. E. from this Haven is that of *Roſs*.

From *Caſtle-haven* unto *Old-head*, the Coaſt lieth moſt E.N.E. and W.S.W. but Cape *Clear* and the *Old-head* lie N. E. by E. and E. N. E. diſtant 13 Leag.

Kedonetedo.

About half ways betwixt *Caſtle-haven* and the *Old-head* lieth a high Point, called by the Iriſh, *Kedonetedo*; there by it on the Weſt ſide is a good Haven, called *Clandore*.

For to ſail in there, you muſt run in cloſe aboard by that foreſaid high Land on the Eaſt ſide, for to ſhun a range of Rocks that lie on the Weſt ſide, and lieth off ſomewhat towards the Eaſt ſide; when you are come in, you may anchor before a Caſtle in 5 or 7 fathom.

The *Old-head* or *Cape de Velbo*,, is a Point that lieth out far without the other

Land; the outermoſt South-end of it is very high and ſteep; when you are come alongſt the ſhoar from the Eaſt, or from the Weſt, and ſee it firſt, it ſeemeth to be an Iſland; upon the top of it ſtandeth a *Light houſe*, which ſerveth only for a Mark. On both ſides of this out-lying Point, you may anchor as deep, or as ſhoal as you pleaſe.

Kingſale. North about a League from *Old head* is *King-ſale* Harbour near the ſhoar, you have 16 and 17 fathom, but half a Mile off 25; your Courſe (as I ſaid before) is direct North. The 2 Points at the Entrance of this Harbour lie Eaſt and Weſt off each other, and not above half a Mile aſunder; that on the Eaſt is called *Prehane Point*; from which Point, a little to the S. E. lies three ſmall Rocks, called the *Bull man*; they are very foul; but betwixt them and the Main (which is very clean) is a good and ſafe Paſſage of 4 fathom.

Cove Point. The other Point is called ſandy *Cove Point*, which has its Name from a ſandy *Cove*, juſt to the weſtward of it; this Point is foul,

Betwixt theſe 2 Points you muſt run in N. N. E. half a Mile, until you come to the Bar; in this way you have from 10 to 3 and 4 and a half fathoms at the Bar.

Money Point. This Bar croſſeth the Harbour, juſt above the ſecond Point, called *Money-Point*, from whence runs a Ledg of foul Ground.

When you go over this Bar, keep the Eaſt ſhoar on board, for that's the deepeſt water: your Courſe now is N. N. W. you have here 3 fathom and a half at low water; continue your way alongſt the Eaſt ſhoar, if you would have the deepeſt water, although you have no leſs than 4 fathom in the middle, after you have paſſed the Bar to 6 or 7; when you come the length of *Oldfort* Point, which is the next on your Larboard ſide going up, beware you come not too near, for there runs a Spit of Sand North, half Channel over; upon which you have but 7 foot at low water; but in the middle of the Channel you may go round in 6; and on the North ſide 8 fathom; when you come up to the Town, you may anchor near the Key in 3 fathom; and at the South end of the Town in 5.

Money Point, and the Point at the old Fort, makes a deep Bay, in which Bay is a great flat Sand which dries at low Water; half a Mile S. E. by E. from *Prebane Point* is *Hangman Point*; and about a Mile farther N. E. is the Haven, called *Oyſter haven*; this is a ſmall narrow Haven, all clean, and free from Rocks in your going in; but after you have run a Cable's length, or a little more within the Points, beware of a ſmall Sand which lies on the Starboard ſhoar; you may run to the weſtward of it in 3 fathom water; about a quarter of a Mile South from the Eaſtermoſt Point, lies a ſmall Iſland, called *Oyſter-haven* Iſland; S.S.W. from this Iſland are two more, called *Oyſter-haven* Stags; you may paſs round theſe Iſlands without danger.

Oyſter haven.

Cork. Two Leagues and a half N. E. by E. is the Harbour of *Cork*; the Shoar is good and bold, ſo that there is no danger but what appears; about a League to the weſtward, you will ſee, as you ſail along, 2 ſteep Hommocks like Towers in the Land, not far from each other; theſe are notable Marks to know the Coaſt by; and when you are thwart the Eaſtermoſt, you may ſee the Haven's Mouth of *Cork*.

The Harbour of *Cork* has a very ſafe and fair going in; the Entrance is two Miles over; upon the Eaſtermoſt Point are two ſmall Iſlands, or dry Rocks, called the *Stags*, but no danger in going near them; you have no leſs than 10 fathom at your Entrance, then 5, after 3, and 3 and a half; theſe ſhoal Soundings they call *Turbut*-Bank, then have you 12; and betwixt the two Points 8 fathom; the Bay on your Starboard ſide is called *White's* Bay; the Point to the

Dogs Noſe. Northward of this Bay is called *Dogs-Noſe*, upon which ſtands a Tower, and and that on the Weſt ſhoar *Ram's-Head*. Betwixt the 2 Heads, or Points, you enter a great broad Lake; you muſt ſteer N. by E. half Eaſterly, keeping an Iſland which you will ſee before you (called *Spikes Iſland*) on your Larboard ſide, ſteer directly with a Bay you will ſee upon the Land before you; you will have there 7, 6, and 5 fathom; when you come within a Cable's length of the Shoar before you, then ſteer away Weſt, keeping the N. ſhoar on board; you will ſee before you an Iſland, called *Halebowling* Iſland; run betwixt that and the Shoar, where you will find 10 fathom; when you come the length of the Shoar on your Starboard ſide; ſail about that Point,

Battory Point. which is called *Battory Point*; ſteer North up this Reach without any fear; you'll find no leſs than 5 fathom, and the Shoars clear; at the upper end of this Reach, on your Larboard, or Weſt-ſide, is a Village called *Paſſage*, where great Ships come to an anchor.

Romans Point. The upper Point on the Eaſt is called *Roman's Point*; you muſt keep this Point on board, becauſe of a Muſcle-Bank which runs off from the other ſhoar; therefore, when you paſs this Point, keep your Courſe, until you are half ways over to the other ſhoar; then direct your Courſe Weſt, until you are the length of *Horſe-head*, which is the outer, or North Point on the Weſt ſide of the Reach you came laſt through; when you have ſhot the length of this head, direct your Courſe N. E. by N. keeping the Starboard Shoar on board, for the other ſhoar is flat off; keep by your Lead in 2 or 3 fathom water; keep this Courſe, until you have the City of *Cork* open with the River, then may you ſteer in with the *Black-Rock* Point, and come to an anchor with in it.

Croſs havan. To the weſtward of *Rams-head* Point is *Croſs-haven*, where any Ship may go in to ſtop a Tide, if occaſion requires; you are here landlockt, and ſafe from all Winds.

From the *Stags* (which as before I ſpoke of, lying upon the Eaſt Point, going into this Harbour,) 4 Miles Eaſt is a ſmall Iſland, or Rock, called the *Hawks Rock*.

A League to the Eaſtwards of the Havens Mouth ſtandeth a Tower upon a high Point, cloſe to the water-ſide, with 10 or 12 thatcht Houſes by it; moreover, a League further Eaſt, by a ſmooth Point, lieth a long Rock grown about with Ore; upon the Eaſt ſide of that Point ſtandeth a flat Tower; it is to the Eaſtwards all low Land unto the Point of *Toughal*.

Ballecotten. Four Leagues to the Eaſtward of *Cork-haven*, lieth *Ballecotton* Iſland, within which you may ride for weſterly and ſoutherly Winds in four, five, or 6 fathom. *Cork* and *Toughall* lie E. N. E. and W. S. W. diſtant 5 or 6 Leagues.

Youghal. *Toughall* is a broad Haven, you muſt always obſerve to go in at high water by the Eaſt ſhoar, it lieth North and South in; the Weſt ſide is a ſandy Strand all alongſt to the Town.

About a League S. by E. from the Havens Mouth of *Toughall*, lieth a little Iſland, called *Chappel*; under it, on the Eaſt ſide, is a good Road; if you come before *Toughall* at low water, you may go under the foreſaid Iſland to ride there, and ſtay for the laſt quarter Flood, then there is 4 fathom water upon the Bank.

At the Weſt Point of the Havens Mouth lieth a Rock within it; and about half ways to the Town ſtandeth a Priory, before which you may ride: You may alſo edg over to the Eaſt ſhoar, and then run up the River, within it is 3, 4, and 5 fathom. From the Eaſt ſide lieth a range of Rocks, at leaſt half ways over in the Havens Mouth; and a little without the Rocks, there is but 5 or 6 foot water.

Dongarvan. Four Leagues to the Eaſtwards of *Toughall*, lieth *Dongarvan* Haven, betwixt both lieth an out-point; a little to the eaſtwards of it ſtandeth a high black Tower, called *Ardimore* head, which may be ſeen near 4 Leagues at Sea; within it is a Bay, which is a good Road for weſterly Winds, in 7 or 8 fathom.

This is a narrow Tide-Haven; the Mouth is full of Rocks, and at low-water it falleth dry; you muſt go in there at high-water, and run in through betwixt the Rocks; it lyeth in W. within it is deep enough.

The Town *Dongarvan* lyeth upon the Northſide of the Haven.

Up in the Country N.N.W. from *Dongarvan* at the Mountain of *Sleges*, which ſome call the high Mountain of *Dongarvan*, or *Cape de Quin*, or *Caray Quin*; it ſheweth it ſelf with three exceeding high Hommocks, far above any other Land thereabouts; you may ſee it at Sea a great part of the South Coaſt of *Ireland*.

When that Mountain beareth N.N.W. from you, and if you ſail in right with it, you ſhall fall right with *Dongarvan*.

When you have it North from you, and ſail in right with it, then you ſhall fall with *Toughall*; being N. N. E. then you ſhall fall with *Cork*; but when it ſhall be N. W. and ſo run in, you ſhall fall with *Waterford*.

In all the foreſaid Havens an E. N. E. and W. S. W. Moon maketh high water, or a Point later, as they lie deep within the Land; but a Seaboard the Coaſt, in the *Offing*, a N. E. and S. W. Moon. At the *Mizan-head*, Cape *Clear* and the Coaſt to the Eaſtwards, a W. S. W. and E. N. E. Moon maketh high water; within the Haven and Indraughts a Point later, to wit, E. by N. and W. by S. but in the Channel, a Seaboard the Land, a N. E. and S. W. Without Cape *Clear* by the Land, the Flood falleth away E. and the Ebb W. but to the eaſtwards of Cape *Clear* E. N. E. and W. S. W.

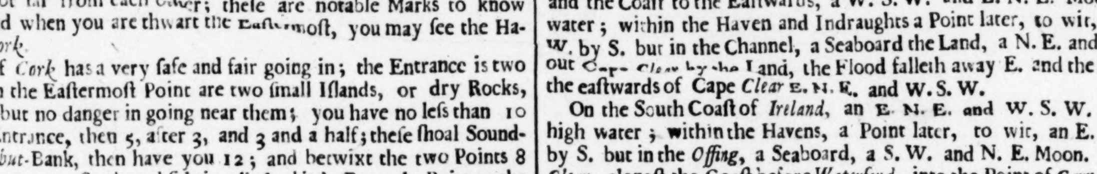
On the South Coaſt of *Ireland*, an E. N. E. and W. S. W. Moon maketh high water; within the Havens, a Point later, to wit, an E. by N. and W. by S. but in the *Offing*, a Seaboard, a S. W. and N. E. Moon. Betwixt Cape *Clear*, alongſt the Coaſt before *Waterford*, into the Point of *Carnaroot*, the Flood falleth alongſt the Coaſt E. N. E. and the Ebb W. S. W.

Betwixt Cape *Clear*, and the *Dorſeys*, you may ſee the Land in 58 and 60 fathom.

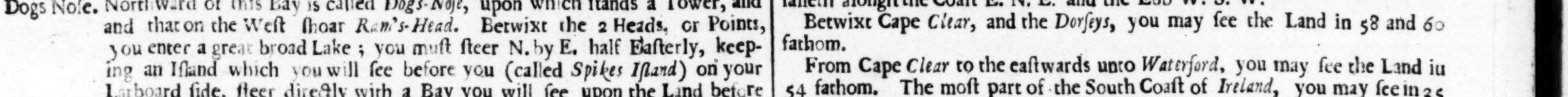
From Cape *Clear* to the eaſtwards unto *Waterford*, you may ſee the Land in 54 fathom. The moſt part of the South Coaſt of *Ireland*, you may ſee in 35 and 40 fathom. In 35 fathom you ſhall not be far from the Land, therefore come no nearer *Ireland* by Night than in 40 fathom.

From *Lupes-head* to *Smerrick*, S. W.	8 Leagues.
From the Sound of *Blaſques* to the *Skellock*, South,	7 Leagues.
From *Dingle-haven* to the *Skellocks* S. W. by S.	7 or 8 Leagues.
From the *Skellocks* unto the *Dorſeys*, S. E.	6 Leagues.
From *Dorſeys* to *Mizan-head*, E. S. E. and S. E. by E.	4 or 5 Leagues.
From *Mizan head* to *Sheeps head*, N. by E.	2 great Leagues.
From *Sheeps-head* to *Beer-heaven*, N. W. by N. weſterly,	1 League.
From *Mizan-head* to *Beer-haven*, N. by W.	4 Leagues.
From *Beer-haven* to the Iſland *VVhiddy* E. N. E.	3 Leagues.
From *Mizan-head* to Cape *Clear*, E. S. E.	5 Leagues.
From Cape *Clear* to *Crook-haven*, N. W. by N.	3 Leagues.
From Cape *Clear* to Cape *Velho*, or *Old-head*, E. N. E. and N. E. by E.	14 L.
From Cape *Clear* to the Lands-end of *England*, E. S. E.	53 Leagues.
From Cape *Clear* to *Silly*, S. E. by E.	46 Leagues.
From Cape *Clear* to Cape *de Finiſterre*, South,	173 Leagues.
From *Old-head*, or Cape *de Velho*, to *Kingſale*, North,	1 League.
From *Old-head*, or *Cape de Velho*, to *Cork*, N. E.	4 Leagues.
From *Cape de Velho* to the Lands-end of *England*, S. E. and S. E. by E.	45 Leag.

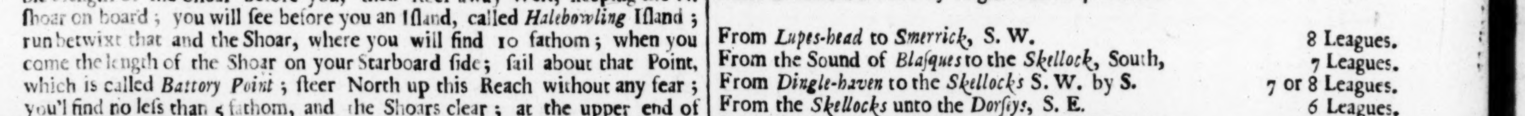
Cape *Clear* lieth in	51 deg. 12 min.
Cape de Velbo, or *Old-head* lieth in	51 deg. 26 min. Latitude.


Out-Rocks.
S.S.E. 3 Leagues from you.

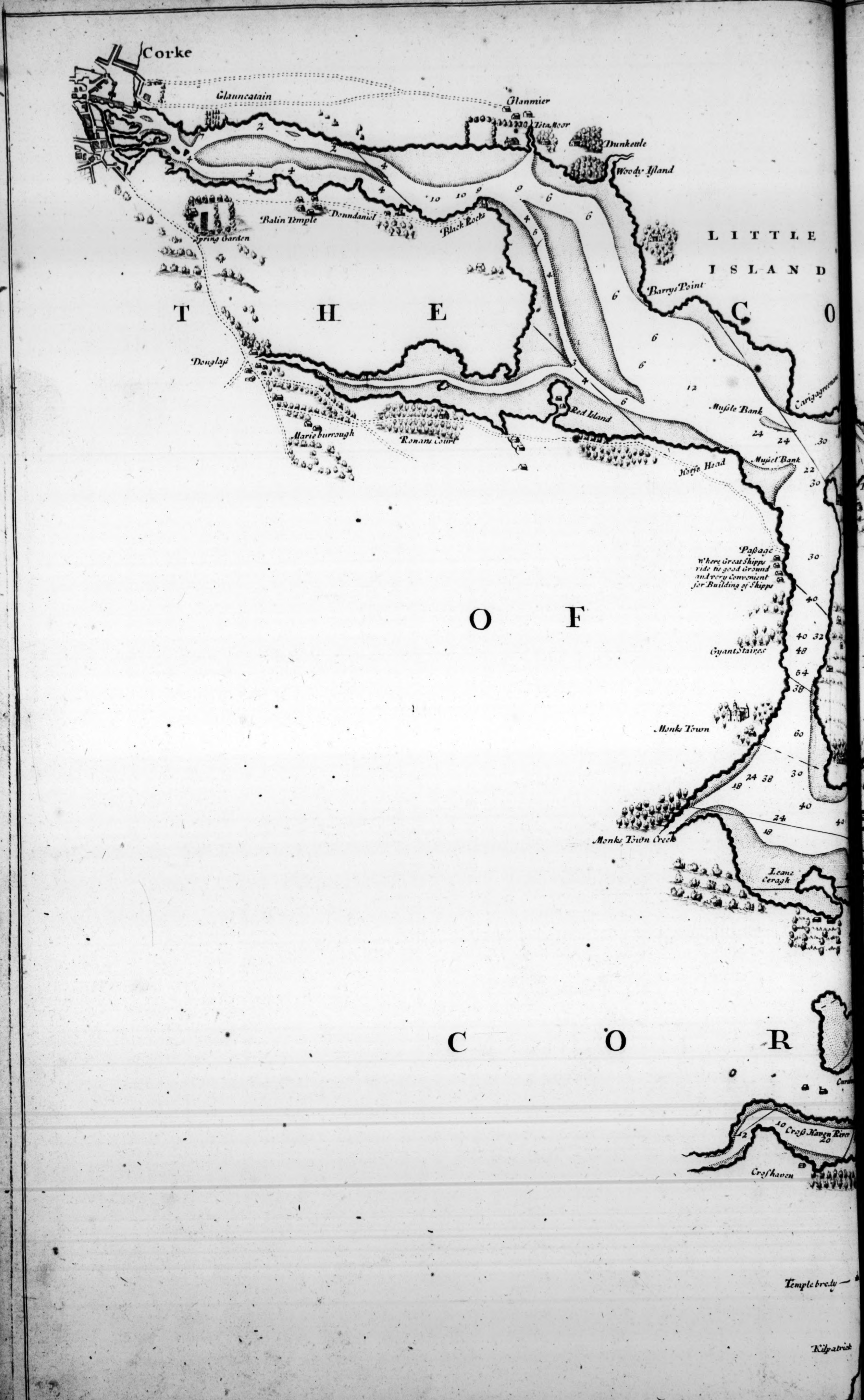
N. N. W. Thus ſheweth the high Rocks of the *Blaſques*, being two Leagues Eaſt by South from you.

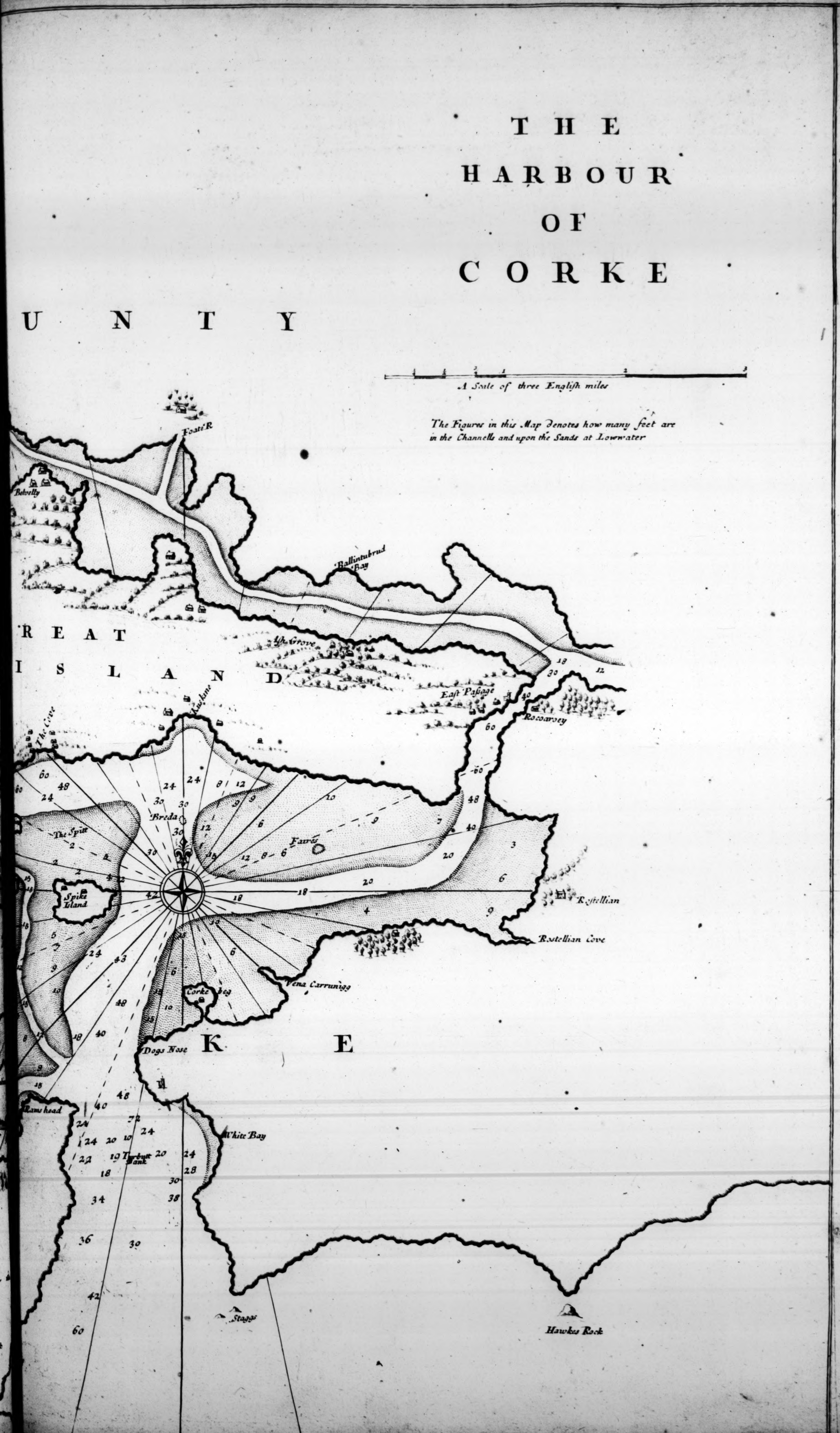


Thus ſheweth the *Blaſques* and the Land to the Eaſtwards of them, when you ſail towards them from the *Skellocks*.



Thus ſheweth the *Skellocks* with the Land to the eaſt or northwards of them, as you ſail by, being ſomewhat to the northwards of them.


Corke
Glauncatain
Glanmier
Tita Moor
Dunkettle
Woody Island
Balin Temple
Donndaniel
Black Rocks
Spring Garden
LITTLE
ISLAND
Barrys Point
THE COU
Douglass
Carigagreenan
Red Island
Mussle Bank
Mussel Bank
Horse Head
Mariesburrough
Ronans Court
Belvelly
Passage
Where Great Shipps ride in good Ground and very Convenient for Building of Shipps
OF
Gyant Staires
Monks Town
Monks Town Creek
Leane Ceragh
COR
Cross Haven River
Crosshaven
Temple bredy
Kilpatrick



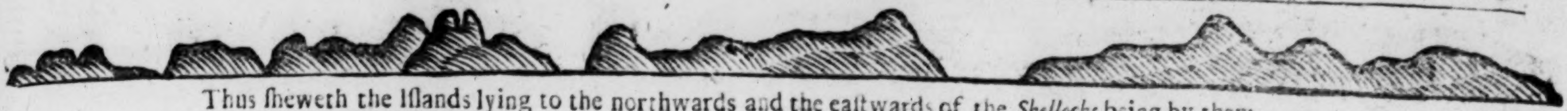
THE HARBOUR OF CORKE

A Scale of three English miles

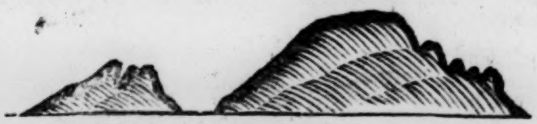
The Figures in this Map denotes how many feet are in the Channells and upon the Sands at Lowwater

UNTY
REAT
ISLAND
KE
Foate R
Belvelly
Ballintubrud Bay
Ash Grove
East Passage
Rocoarsey
Kuskine
The Cove
Breda
The Spit
Spike Island
Fairee
Rostellian
Rostellian Cove
Vena Carrunigg
Corke beg
Dogs Nose
Rams head
White Bay
Turbutt Bank
Staggs
Hawkes Rock

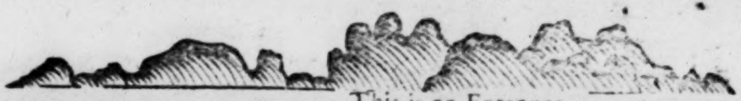
BRITISH MUSEUM



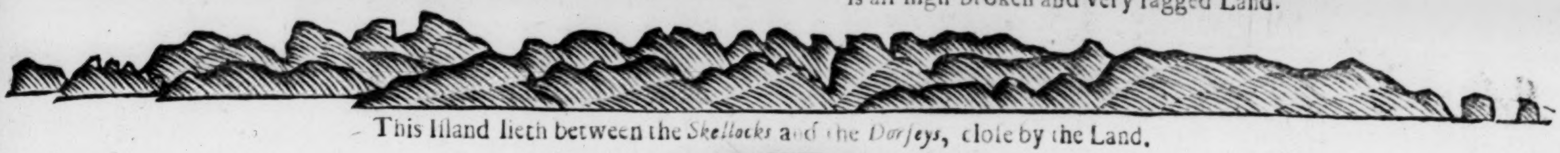
Thus ſheweth the Iſlands lying to the northwards and the eaſtwards of the *Skellocks* being by them.


E S.E. 2 Leagues and half.

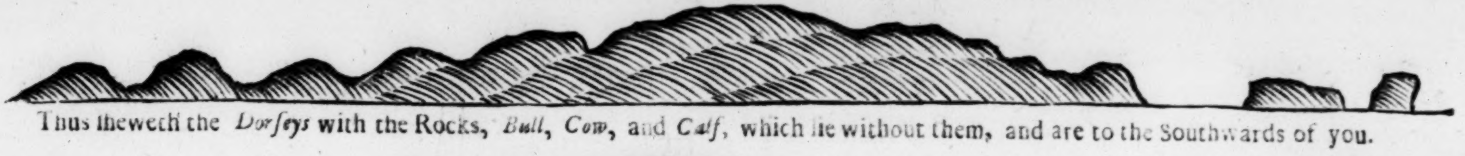
Thus ſheweth the *Skellocks*, being *Eaſt by South* from you.


This is an Entrance.

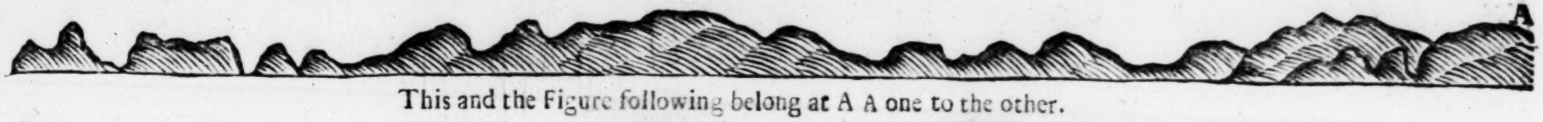
Theſe Iſlands lie to the ſouthwards and to the eaſtwards of the *Skellocks*; the Land from thence eaſtwards towards the *Dorſeys*, is all high broken and very ragged Land.



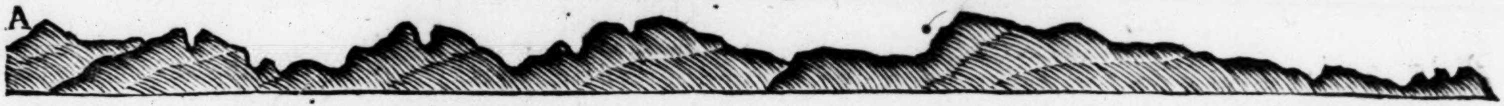
This Iſland lieth between the *Skellocks* and the *Dorſeys*, cloſe by the Land.



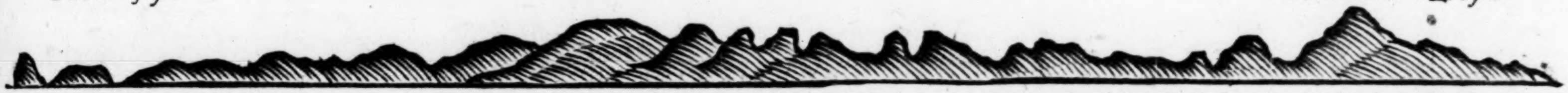
Thus ſheweth the *Dorſeys* with the Rocks, *Bull*, *Cow*, and *Calf*, which lie without them, and are to the Southwards of you.



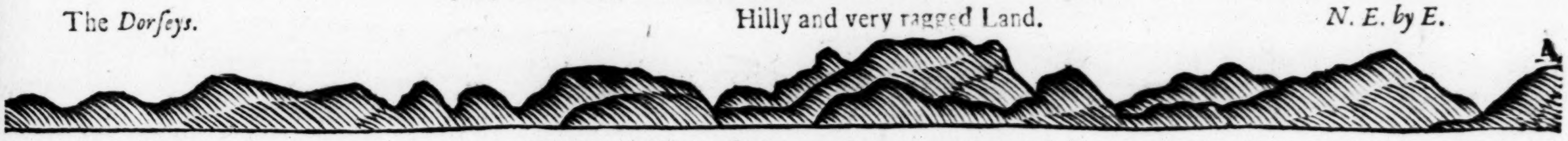
This and the Figure following belong at A A one to the other.



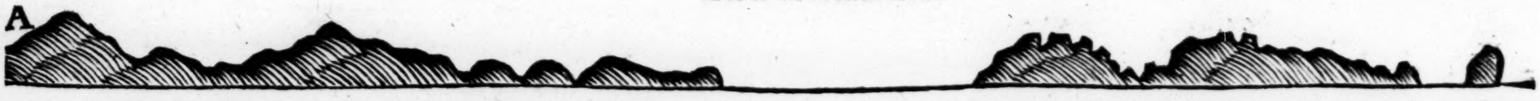
Thus ſheweth the *Dorſeys* when you are to the ſouthwards or eaſtwards of them; the *Eaſt* end at B ſheweth almoſt like *Cape Clear* being *Eaſt* from you, but it is a higher Land.


The *Dorſeys.*
Mizan-head N. E. by E.

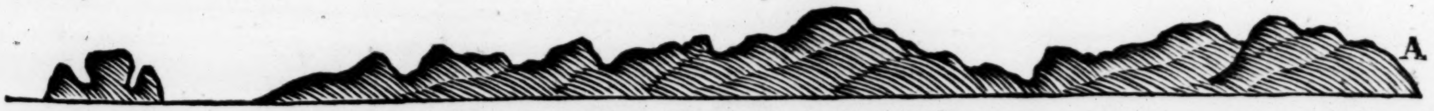
Thus ſheweth the Land to the northwards of *Mizan-head* towards the *Dorſeys*, when *Mizan-head* is *N. E. by E.* two Leagues from you, then may you ſee the Iſland of *Cape Clear Eaſt* from you.


The *Dorſeys.*
Hilly and very ragged Land.
N. E. by E.
A

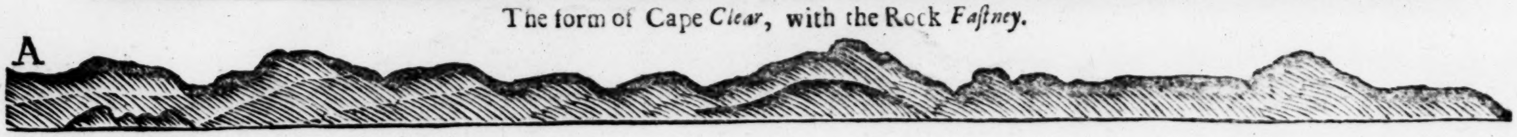
Theſe two Figures belong one to the other at A A.


Mizan-head.
A broad Channel, but within it is all broken Land.
E. N. E. Cape Clear.
A

Thus ſheweth the Land on the *Dorſeys* when C. *Clear* is *E.N.E* from you, and *Mizan-head N. E. by E.* from you.

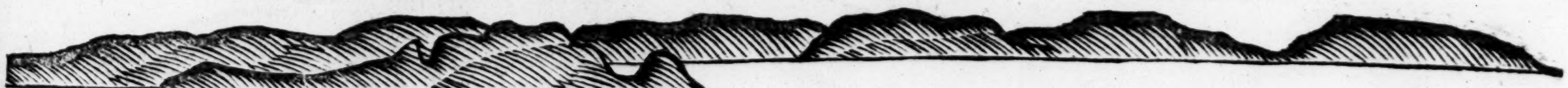

Faſtney.
Cape *Clear.*
A

The form of Cape *Clear*, with the Rock *Faſtney*.

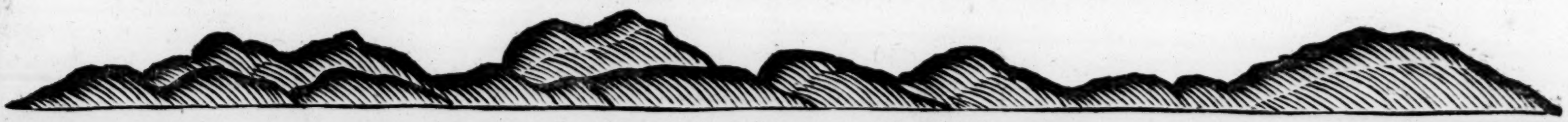


A Rock a little to the eaſtwards of *Baltemore.*

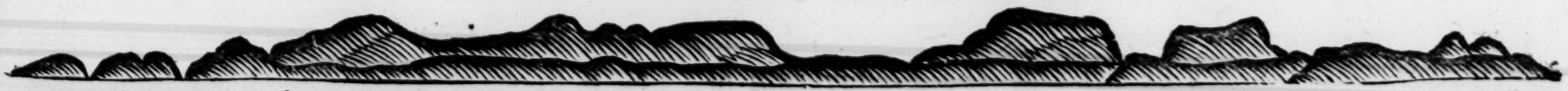
Thus ſheweth the Land to the Eaſtwards of *Baltemore*, as is repreſented by the two foregoing Figures.



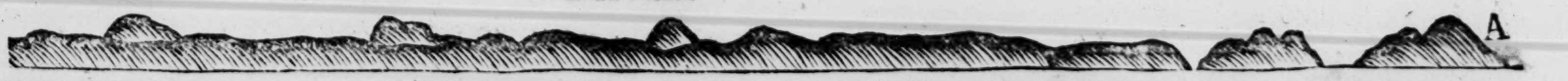
Thus ſheweth Cape *Clear* when it is North from you five Leagues, and there you will have 58 fathom water.



Cape *Clear* ſheweth thus, being North by Eaſt from you.

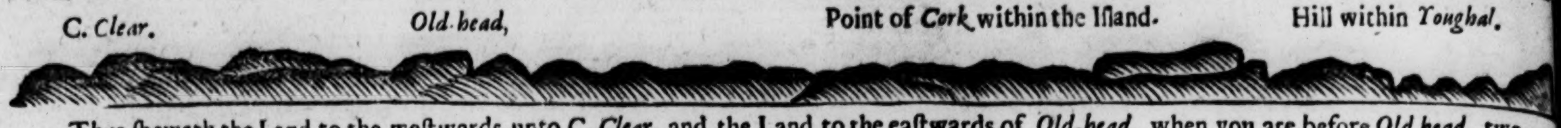


Thus ſheweth C. *Clear* being *N.W.* 7 or 8 leagues from you: If you then bear North, you ſhall fall right with *Old-keaa*; and when you come near the ſhoar, you ſhall loſe ſight of the high Land, and it ſhall ſeem to be all low Land.

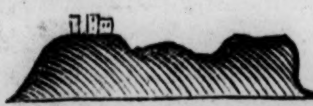

Land within.
Land within.
Land within.
A

This followeth the former Figure: The eaſtermoſt Hommocks at A, are the high Hills about *Toughall*, which you can hardly ſee when C. *Clear* is N. W. from you 7 or 8 Leagues; they lie far within the Land, and the Clouds oftentimes hang over them.

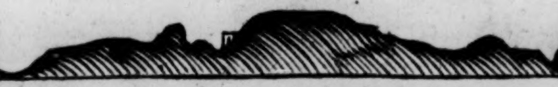
Cape


C. *Clear.*
Old head,
Point of *Cork* within the Iſland.
Hill within *Toughal.*

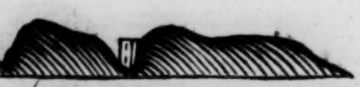
Thus ſheweth the Land to the weſtwards unto C. *Clear*, and the Land to the eaſtwards of *Old-head*, when you are before *Old head*, two Leagues and half a Seaboard the Land.



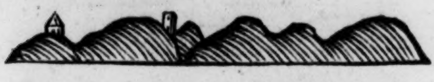
Thus ſheweth *Old-head* being W.S.W. ½ league from you, then may you ſee the Haven of *Kingſale* open



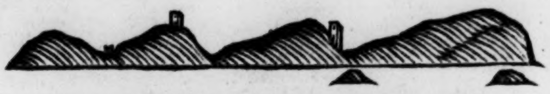
Thus ſheweth *Old-head* when it is weſt, two Leagues from you.



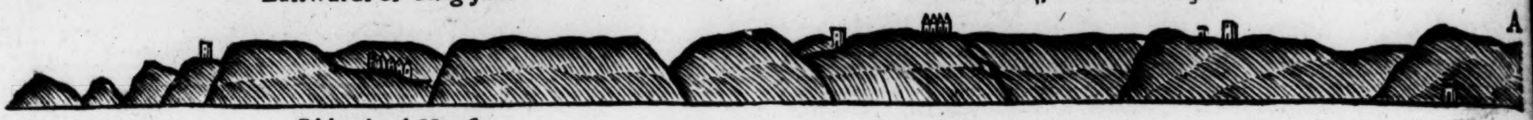
Thus ſheweth the Point of the *Roſs*, being Weſt by North from you.

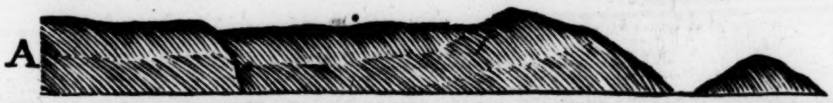


Thus ſheweth the Land a little to the Eaſtwards of *King-ſale.*

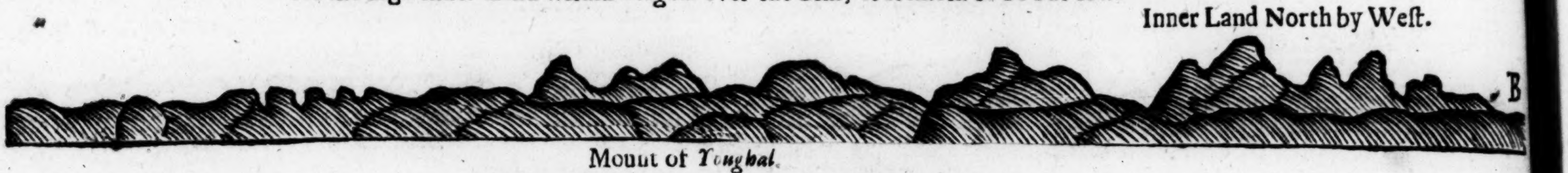


Thus ſheweth the Land to the Eaſtwards of *Cork*, towards *Toughal.*

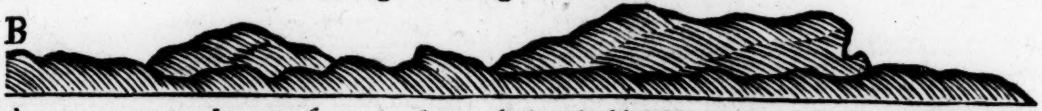

A
Old ruined Houſes.
The Rock betwixt *Toughal* and *Cork.*



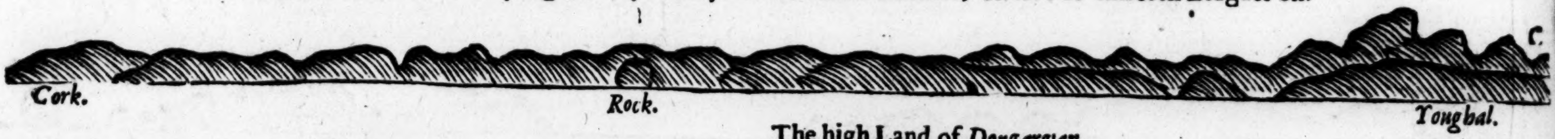
Thus ſheweth the Land when you are to the eaſtwards of *Cork*, not far from the ſhoar, and that the Harbours Mouth doth begin to open, as is deſcribed by theſe two Figures; being near the ſhoar, it ſeemeth high Land, but being far off, when you can ſee the high inner Land within *Toughal* over the Cliff, it ſeemeth to be but low.

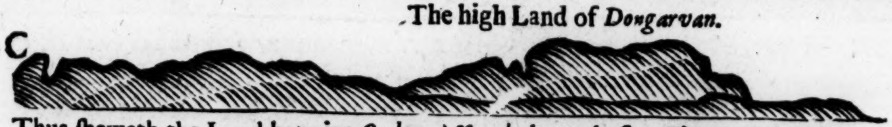

Inner Land North by Weſt.
B
Mount of *Toughal.*

Theſe two Figures belong to each other at B B.



Thus ſheweth *Toughal* when you are 2 or 3 Leagues from the ſhoar, ſo that the high Mountain of C. *Quin* be N. by W. from you; the inner double blew Land is very high, for you may ſee it in clear weather, twelve or thirteen Leagues off.


C
Cork.
Rock.
Toughal.
The high Land of *Dongarvan.*

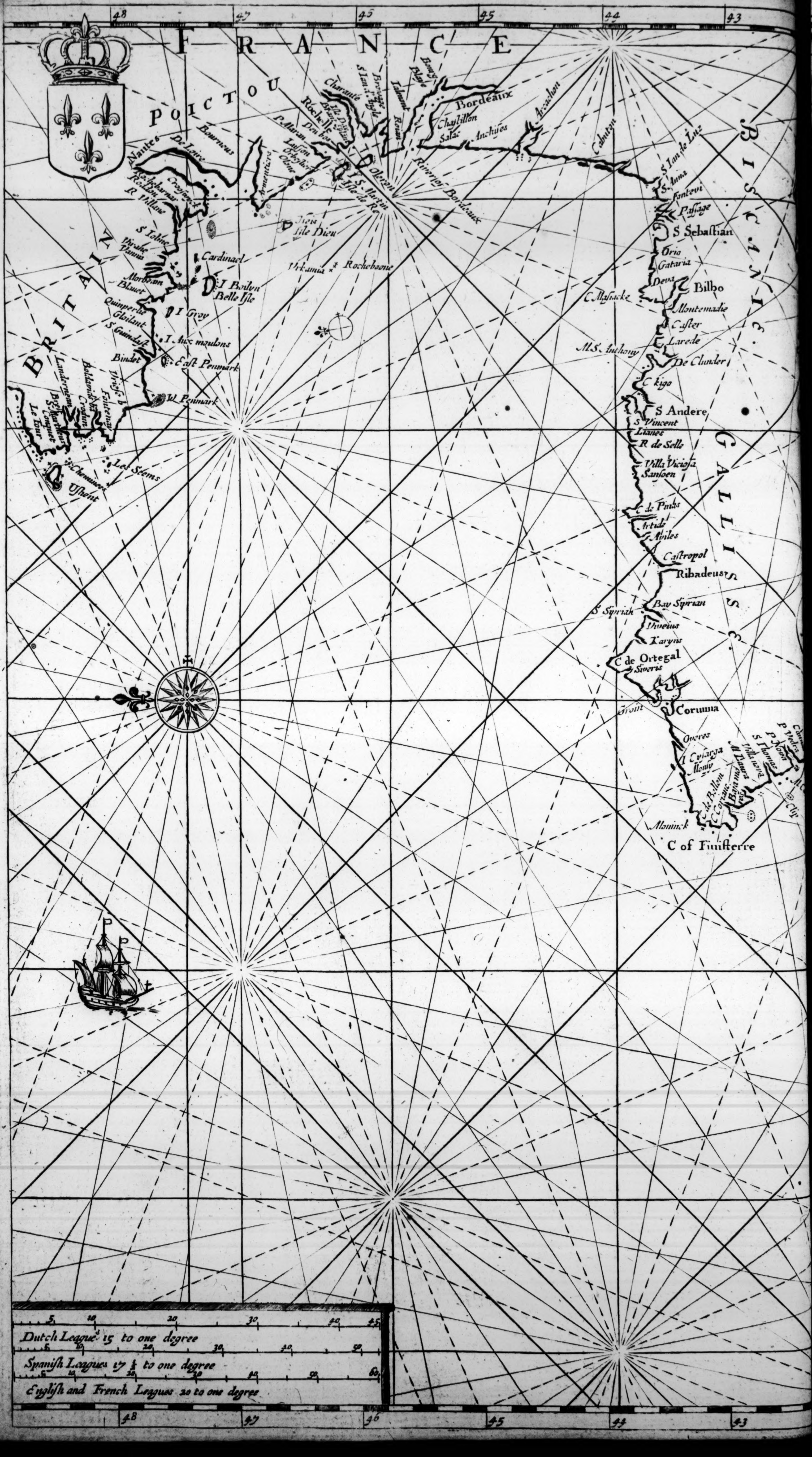


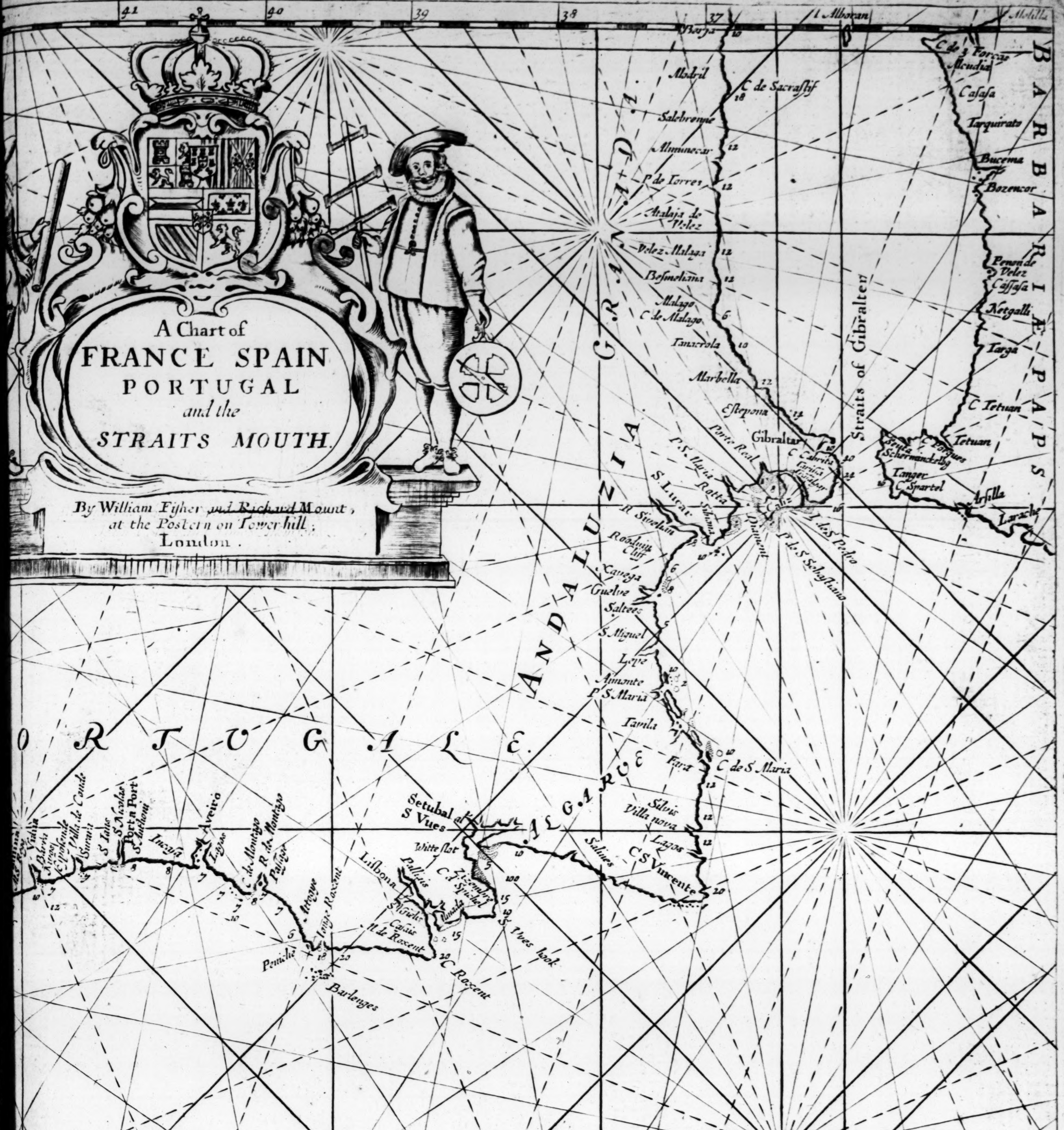
Thus ſheweth the Land betwixt *Cork* and *Toughal*, as theſe 2 Figures repreſent.

Thus ſheweth the high Land of *Dongarvan*, being N. N. W. from you.

Thus ſheweth the high Land of *Dongarvan*, when the Weſtermoſt end of it is in *N. W.* from you.

The End of the Deſcription of IRELAND.


48
47
46
45
44
43
FRANCE
POICTOU
BRITAIN
BISCAIE
GALLISSE
Nantes
De Loire
Bournous
Croisset
Rochebarnar
R Villane
S Johns
Morbeaan
Blauet
Quimperlie
Glolant
S Guindalst
Bindet
Landerneau
Le Four
Conquet
Fonteney
Chemmes
Ushent
Les Seems
W Penmark
East Penmark
I Aux moulons
I Groy
I Boilun
Belle Isle
Cardinael
Isle Dieu
Urkania
Rocheboone
Armentiers
Lusson
Olonne
P Maran
Rochelle
S Martin
Isle de Re
Oleron
Charante
S Ian d'Angely
Brouage
Blaye
Talmont
Royan
Bourg
Bordeaux
Chastillon
Salac
Anchises
Arcachon
Rivers of Bordeaux
Cabreton
S Ian de Luz
S Anna
Fontevi
Passage
S Sebastian
Orio
Gataria
Deva
Bilbo
C Massacke
Montemadie
Caster
Larede
M S Anthony
De Clunder
C kigo
S Andere
S Vincent
Llanes
R de Selle
Villa Viciosa
Sanfoen
C de Pinas
Artide
Aviles
Castropol
Ribadeus
S Syprian
Bay Syprian
Viveius
Karyns
C de Ortegal
Siveris
Corunna
Ovores
I Cysarga
Mongy
C de Bellem
C Coriane
Malnick
C of Finisterre
Villa nova
S Thomas
P Nova
M Baiona
Dutch Leagues 15 to one degree
Spanish Leagues 17 ½ to one degree
English and French Leagues 20 to one degree
5 10 20 30 40 45
10 20 30 40 50
5 10 20 30 40 50 60



A Chart of FRANCE SPAIN PORTUGAL and the STRAITS MOUTH

By William Fisher ~~and Richard Mount~~,
at the Postern on Tower hill;
London.

41
40
39
38
37
36
35
I. Alboran
Melilla
BARBARIA
PAPS
C de 3 Forcas
Alcudia
Casasa
Tarquirato
Bucema
Bozencor
Penon de Velez
Cassasa
Netgalli
Targa
C Tetuan
Tetuan
Ceuta
Schermanckelbg
C Pelquere
Tanger
Spartel
Arsilla
Larache
Straits of Gibralter
GRANADA
Borja
Adrir
C de Sacrassif
Salebronie
Almunecar
P de Torres
Atalaja de Velez
Velez Malaga
Bosonchana
Malaga
C de Malago
Fanacrola
Marbella
Estepona
Gibraltar
C Cabrita
Tarifa
Ponte Real
P. S. Maria
S Lucar
Rotta
Calis
R Sivelian
Roeduijn Cliff
Cavega
Guelve
Saltees
S Miguel
Lepe
Aimonte
P. S. Maria
Tavila
Fara
C de S Maria
Silvis
Villa nova
Lagos
C S Vincente
Salines
ANDALUZIA
ALGARVE
I de S Pedro
P. de S. Sebastiano
Diamont
PORTUGALE
Setubal
S Vues
Witte slot
C d' Spichel
Lisbona
Pallatis
Casiais
S Giels
Almada
R de Roxent
C Roxent
Vues hook
Rocke Roxent
Atrogue
Peniche
Barlenges
Aveiro
Lugas
C de Montiago
R de Montiago
Passages
Incuyā
S Anthonii
Port a Port
S Nicolas
S Iales
Sunaris
Villa de Conde
Espoende
Areos
Barcelos
Viana
Rijo
F. Lamb sculp

BRITISH MUSEUM

CHAP. X.

Containing a Deſcription of the Coaſts and Iſlands on the Weſter-moſt part of Britaign, *from* Uſhant *to* Bell Iſle.

ber-
rack.

FROM the Iſland *Baſs* unto the *Fourn*, (being the Weſter-moſt end of the Main-land of *Britaign*) the Courſe is W. S. W. and W. by S. diſtant 13 Leagues, about half way between them both lieth *Abberwrack*,

About a League N. W. without the Rocks of *Abberwrack*, lieth a range of Rocks under Water; if you Sail by Night, or turn to Windward, from or towards the *Fourn*, you muſt not come nearer the Land then 45 Fathom.

ourn.

A League to the Eaſtward of the *Fourn*, and all alongſt the Coaſt, lye many long black ragged Rocks at many places, which look like Villages; theſe are called the *Ovens*; within them, on the Main-land, (which is not very high) you may ſee many white Sandy Bays, and here and there ſome little Houſes, by which the Land is eaſie to be known.

vens.

ſhant.

The *Fourn* and *Uſhant* lie W. S. W. and E. N. E. diſtant two great Leagues. *Uſhant* ſheweth it ſelf at Sea, at the South end low, and at the North end going up ſlooping; upon the midſt of it ſtandeth a little flat Tower; by which Marks it is eaſie to be known.

agels.

lank-
y.
outhern
agels.
orthern
agels.

For to Sail through within *Uſhant*. The Courſe from the *Fourn* to St. *Matthews* Point, is S. S. E. four Leagues. At the Point of the *Fourn* lie two rows of little Rocks, and to the Southwards of them, alongſt the Coaſt, lie three other heaps of Rocks, each of them about an Engliſh Mile one from the other; run alongſt within two Cables length by the foreſaid Rocks at the Point, which is much nearer the Eaſt-ſide, or the Main-land, than *Uſhant*, for to ſhun the Northern *Hagels*, which lie betwixt *Uſhant* and the foreſaid Rocks called the Ovens; or elſe, if yon keep St. *Matthews* Abbey in the low Valley to the Eaſtwards of *Conoort*, and Sail ſo right with it, that you run through neareſt the Eaſt-ſide, and in the midſt of the Channel, betwixt the foul Ground and the Rocks, untill you come thwart of *Blank-Bay*, or near *Conquets Oort*, there ſtandeth a Mill upon the High Land alone; when it is *E*aſt from you, then the Southern *Hagels* lie Weſt by North from you, and the Northern *Hagels* N. W. by Weſt: There is alſo a high flat piece of Land, a little near the Abbey of St. *Matthews*, the top of it being even and plain, like unto a long plain Houſe; when that cometh even without the Point *Conquets Oort*, and that the foreſaid Mill be E. by S. and E. S. E. from you, then lieth the North *Hagels* W. by S. from you, ſo that when the foreſaid Mill is Eaſt thwart from you, then are alſo the *Hagels* Weſt thwart from you.

alman.

When *Halman* or *Hayman* Hill (that is a high Rock lying at the Eaſt end of *Uſhant*) cometh over the N. W. end of the Northermoſt *Mollens*, by the French called *Cheminees*, then are you alſo thwart of the *Hagels*.

He that muſt turn to Windwards from the *Fourn* towards *Conquet*, or St. *Matthews* Point, let him make uſe of theſe Marks.

onquets-
ort.

In the Point of *Conquet-Haven*, or *Conquets-Oort*, are two Valleys, the one is great, that is the Weſtermoſt; and one little, that is the Eaſtermoſt.

When you run over to the Eaſtwards, towards the Land, and that the Abbey of St. *Matthews* cometh a Capſtane-bars length to the Eaſtwards of the ſmalleſt Valley, according as is ſhewed in the Figure, then it is time to caſt about: And when you run over to the Weſtwards towards *Uſhant*, and that the foreſaid Abbey of St. *Matthews* cometh a little without the Point of *Conquet* Haven, you muſt alſo caſt about, for when the foreſaid Abbey cometh two Ships length without the foreſaid Point, then are you cloſe by the *Hagels*.

The Northern and Southern *Hagels* lie about a ſhot of a Caſt-piece diſtant one from the other.

intner.

Two or three Cables length thwart from the Point of *Conquet-Haven*, or *Conquets-Oort*, to Seawards, lieth a ſunken Rock, which with a Spring-Tide cometh above Water, called the *Vintner*, by the French *Le Bell*. For to avoid it, coming from the Northwards, or from the *Fourn*, and being come from the foreſaid Marks, (of St. *Matthews* Abby, in the great Vally of *Conquets-Oort*) unto cloſe by *Conquets-Oort*, then run cloſe about it, alongſt within a Cables length of the Point; or keep the Abbey of St. *Matthews* even without the Point of *Conquets-Oort*, and ſo cloſe about it, within a Cables length, as before is ſaid, and then you ſhall leave the *Vintner* a Cables length or two on the Starboard-ſide of you, and can take no hurt of it.

When the little Church upon the Point of *Conquets-Oort* is Eaſt from you, then is the *Vintner* Weſt right thwart from you; or elſe, when that the Southern Houſes of *Conquet* begin to come without, or to the Point of *Conquet*, then you have alſo the *Vintner* upon your ſide, Weſt and Weſt by South from you, a little ſhot of a Caſt-piece.

Conquet-
Haven.
Feneſtier

If you Sail into *Conquet-Haven*, then run about the Point within a Cables length, as is before ſaid, untill you ſee the Haven open, then you come againſt the *Feneſtiers*, which are Rocks that lie off about a Cables length from the Eaſt Land of *Conquet-Haven* under Water.

For to avoid them, run alongſt by the Northern Shore, untill you come within the Haven.

Blank
Moines.

Betwixt the *Feneſtiers* and the *Blank Moines*, (that are Rocks by St. *Matthews* Point) is a good Road under the Abbey of St. *Matthews*, as well for them that are bound to the Northwards as well as to the Southwards.

If you will go into this Road, coming from *Conquets-Oort*, then run right with the *Blank Moines*, untill that the Abbey of St. *Matthews* be E. S. E. from you, Sail then towards it until you come before the Abbey, and Anchor there in 6 or 7 Fathom.

About a League to the Eaſtwards of St. *Matthews* Point, towards *Breſt*, lieth a ſunken Rock, about half a ſhot of a Caſt-peice from the North-ſhore.

To Sail into Breſt.

If you will Sail into *Breſt-Water*, then go from St. *Mathews* Point away E. by S. and E. S. E. and keep the North end of the Southermoſt *Mollens* without St. *Matthews* Point ſo long, untill that the Mill upon the North Land come to the Northwards of the Trees, then you Sail alongſt to the Southwards of the foreſaid Rock, and ſo doing, you can take no hurt of it; but if you bring the South end of the *Mollens* near or to St. *Matthews* Point, you ſhall ſurely Sail upon it.

For to Sail to the Northwards of the foreſaid Rock, You muſt run from St. *Matthews* Point alongſt by the North Land, and keep the Southermoſt *Mollens* hid behind the great Rock that lieth off from St. *Matthews* Point, and Sail then right with the Weſt Point of *Bartrams* Bay, until that the foreſaid Mill ſtanding upon the North Land, cometh to be N. W. by N. from you, and the Trees ſtand N. N. W. from you, then ſhall you be paſt the foreſaid Rock; but to run alongſt to the Southwards of it is beſt and broadeſt.

For to Sail forth alongſt to *Breſt*, (being paſt the foreſaid Rock) you muſt run within two Cables length alongſt by the North-ſhore.

Bagyne.

A little within the Eaſt Point of *Croidan*, or *Claeſdowns*, lieth a range of Rocks, about the midſt of the Channel, in the Mouth of *Breſt Water*, which at low Tide lie above Water, and at high Tide are under Water, called the *Bagyne*; you may run alongſt on both ſides of it, but to the Northwards of it is beſt; when the South Point of *Breſt-Water* cometh over the Point of *Croidan*, then are you thwart of the foreſaid *Bagyne*, which lieth about two Cables length from the North-ſhore; run alongſt to the Northwards of it: When *Breſt* cometh without the Point, Sail then right to it; you muſt lie there with an Anchor to Seaward, in 8 or 9 Fathom, and with a Cable aſhore faſt to a Tree. When you come within the *Bagyn*, you may edge up to the Eaſtwards, or to the Southwards, before the River of *Landerneau* or *Leſon*, and Anchor there under the South Land, in 10, 12, or 13 Fathom.

Leſon.

Before the little Town *Old Croidan*, *Breſt-Water*, or the River of *Landerneau*, lieth in E. N. E. and it is Pilots Water; he that is bound in there, may take a Pilot to bring him in where he deſireth to be: It floweth there with an ordinary Tide, three Fathom up and down, a S. W. by Weſt, and N. E. by Eaſt Moon, maketh there full Sea.

If you come to Anchor within *Breſt*, you muſt pay for Anchoring *ten ſous*, and for it you ſhall get a Ticket of Freedom; If it ſhould happen that you ſhould loſe your Ship upon Bri-

taign, you might therewith challenge your Goods, elſe they are unfree.

Bartrams-Bay. *Bartrams* Bay lieth about two Leagues to the Eaſt-wards of St. *Matthews* Point, a little League paſt the foreſaid ſunken Rock, there is good Anchoring for a N. and N. E. Wind, in 10 and 11 Fathom.

Croidan. Over againſt *Bartrams* Bay, lieth *Croidan* or *Claeſdowns*, from St. *Matthews* Point, S. E. diſtant about three Leagues; it is a great Bay.

To Sail from St. *Matthews* Point to *Croidan*, You muſt keep the Southermoſt *Mullens* even without the *Black Moins*, (that are the Rocks without St. *Matthews* Point) and go away E. by S. and E. S. E. untill you come before the Bay, and may ſee open into it, then you ſhall ſee a Chappel or little Church ſtand upon a Chindle; run in right with it, and Anchor thereabouts, in 6, 7, 8, 9, or 10 Fathom, there is the beſt Road.

Mullens. The *Mullens* are the Rocks which lie to the Southwards of *Vſhant*, and to the Weſt-wards from St. *Matthews* Point.

Betwixt them and *Vſhant*, lieth a Channel N. E. and S. W. through, which is indifferent large and broad, and deep enough; there remaineth at low Water 6 or 7 Fathom.

If you come from the Northwards, and cannot Sail a weather off *Vſhant* and the *Mullens*, by reaſon of the Flood, may run through here; thoſe that comes out of the Sea, and with Northerly Winds cannot Sail a weather off *Vſhant*, may with a Flood run through here, and ſo further his Voyage; when you run through here, either in or out, and keep the middle of the Channel, betwixt both Lands, you can take no hurt.

From St. *Matthews* Point to the *Race* of *Fontenay*, or the *Keyſer* and *Lavender*, the Courſe is S. by E. 6 Leagues; betwixt them both lie divers Rocks, whereof you muſt take good heed, as the *Hen* and *Chickens*, the *Collier*, the *Falconers*, *Scheminckelborrowes*, and other beſides.

Hen Chickens. The *Hen* and *Chickens*, and the middlemoſt *Falconer*, or *Foukeniſſe*, lie from St. *Matthews* Point S. E. by E. diſtant a League and a half; but the *Collier* lieth from St. *Matthews* Point S. S. E. alſo a League and a half.

Falconers. The *Falconers* lie from the Weſt Point of *Croidan*, about W. S. W. an Engliſh Mile.

Southermoſt Falconers. The Innermoſt or Southermoſt *Falconer* lieth from the Northermoſt S. S. E. about half a League, or two ſhots of a Caſt-piece; and from *Croidan* S. W. by S. and is covered at high Water. N. N. E. a Cables length from it, lieth another ſunken Rock, which at low Water may juſt be ſeen.

To the Weſtwards of the Northermoſt *Falconer*, lieth alſo a ſunken Rock which at low Water may even be ſeen.

The Hen. The *Hen* lieth from the *Falconers* W. S. W. about two Cables length. or a ſhot of a Caſt-piece; it is a round ſharp Rock, round about deep and clean, in 6 and 7 Fathom.

Chickens. The *Chickens* are two ſharp little Rocks, which at low Water may juſt be ſeen, and lie about the ſhot of a Baſe, N. N. W. from the *Hen*, and Weſt from the Northermoſt *Falconer*.

Scheminkelboroughs. The *Scheminkelbroughs* lie to the Southwards of the *Falconers*; you may run through betwixt them in 10 Fathom; to the Point of *Croidan* there is good Road and Anchor-Ground.

If you will Sail from St. *Matthews* Point to the *Race* of *Fontnay*, you muſt go away South by Eaſt, and bring the Mill of *Feneſtiers*, which ſtandeth upon the Eaſt Point of *Conquet-Haven*, over the Point of St. *Matthews*, a little to the Weſtwards of the Abbey, and keep them ſo ſtanding ſo long as you can ſee them, and you ſhall not come too near the foreſaid Rocks to take any hurt of them.

Keyſer. When you come to the *Keyſer* and *Keyſerine*, firſt give the *Keyſer* a Birth, becauſe of ſome ſunken Rocks which lie off from the Eaſt-ſide of it under Water.

Lavender. From the S. W. ſide of the *Lavender* runneth off a foul ledge of Rocks, called the *Calf*; there the Tide ſetteth very ſtrong over it, with very great ripling. This Channel of the *Race*

Race of Fontnay. of *Fontnay*, lieth through betwixt the *Keyſer* and *Lavender* S. S. W. and N. N. E.

He that will Sail through here, muſt be very careful to caſt his Tides well, for it runneth moſt thwart over this Race, ſo that with a S. W. Wind, and an out-fall or Ebb, and alſo with Calms, it is very dangerous to come into this Race.

Seams. A little to the Southwards of the *Keyſer*, lieth the Eaſt-end of the *Seams*, and lieth from thence at leaſt, three or four Leagues W. N. W. into the Sea. A great League N. W. from the Weſt Point of the *Seams*, lieth a ſunken Rock, whereof you muſt take heed.

And W. S. W. about two Leagues from the *Seams*, lieth a row of Rocks like a Bank, whereupon it is not deeper than 7 Fathom; but betwixt the Rocks and the *Seams* it is 50 Fathom.

Broad Sound. Betwixt the *Seams* and *Vſhant*, the broad Sound lieth in E. N. E. to St. *Matthews* Point, and from St. *Matthews* Point W. S. W. five Leagues into the Sea.

Frieze Bay. To the Eaſtwards of *Fontnay*, or the *Lavender*, lieth the *Freize* Bay; there you may Anchor for a S. E. and Eaſt Wind, in good Anchor-Ground.

Boldavids Bay. To the Eaſtwards of the *Frieze* Bay, lieth *Boldavids* Bay, a broad deep Sound, lying into the Land E. N. E. At the Eaſt-ſide of that Haven lie two little Iſlands or Rocks, where you may Anchor round about them, and lie ſheltered for all Winds.

From the Race of *Fontnay* to the *Penns*, the Courſe is S. E. ſomewhat Eaſterly, about 10 or 11 Leagues; betwixt them

Oldyarn. both lieth *Oldyarn*, a good Haven, about ſeven Leagues E. S. E. from *Fontnay*. Thwart before the entry of it lieth a Bank, where you may run about it on both ſides in ſix Fathom.

The South Point of this Haven is flat, therefore run in alongſt by the North Point; there is at low Water not leſs then three Fathom. From *Oldyarn* to the *Pens* it is S. E. by South.

If you will Anchor before *Port Kapſtand*, You muſt Anchor in 12 or 13 Fathom, before the Village that ſtandeth upon the high Land; about half ways betwixt the Point of the Race, and the great Sand-Bay of *Oldyarn*, whereof the little ſharp Tower doth ſtand, the Point of the Race ſhall then bear from you about N. N. W. and then you ſhall lie a great half League from the Land; further off from the ſhore it is Rocky and foul Ground, as ſome ſay.

There have ſome nevertheleſs come to Anchor there by Night, in 3 or 4 Leagues from the ſhore, in 25 Fathom, but have not received any hurt, neither of Cables nor Anchors.

The Weſt end of the *Seams* and the *Pens*, lie South-Eaſt by Eaſt, and North-Weſt by Weſt, diſtant about 13 Leagues.

Sheets The knowledge of the Land betwixt *Fontnay* and *Oldyarn*, are two round Hills, which Men call the *Sheets*; to the Weſtward of them ſtand two Mills. It is a very ragged Point, and by theſe foreſaid Marks very good to be known. Men may ſee them without the *Seams* in 55 Fathom.

From *Oldyarn* to the *Pens*, the Coaſt lieth S. E. and S. five Leagues.

The Pens. The *Pens* are eaſie to be known for thoſe that have ſeen them once; upon the S. E. end ſtands a thick flat Tower; a little to the Weſtwards of it ſtands a ſharp Tower; and ſomewhat more to the Eaſtwards, againſt the high Land, ſtands a Village appearing like a Caſtle; upon the Eaſt-ſide thereof ſtands a flat Tower, and there cloſe to the Land lie two great Rocks.

The *Pens* lie off from the Main Land S. E. two Leagues into the Sea.

For to Sail in there, You muſt come in from the Eaſtwards, and run alongſt by the Strand of the Main Land, leaving all the Rocks on the Larboard-ſide, untill that you come to a great Rock, which you muſt leave on the Starboard-ſide, and run about to the Southwards of it; being paſt it, edge within it up towards the N. W. and you may Anchor there, a little within, in three Fathom at low Water; lying there, you can ſee no Sea, but at high Water the Sea cometh very much tumbling in through the Rocks. You may go away from thence at high Water, S. E. through the Rocks into the Sea, but you muſt take very good heed, becauſe it is there full of Rocks, whereof ſome are above Water, and ſome under Water. Without the foreſaid great Rock, in the coming in of this Haven, it is at leaſt ten Fathom deep, ſo that for need you might ſave a great Ship there.

Glanons, Glenant. From the *Pens* to the *Glanons* or *Glenant*, the Courſe is E. S. E. with that Courſe you ſhall run alongſt to the Southwards of them.

Bindeth. Within the *Glanons* lieth a Haven, called *Bindeth*; at the Eaſt Point of that Haven it is full of Rocks.

For to Sail in there, you muſt obſerve theſe Marks; there ſtands two Mills far within the Land, bring the Eaſtermoſt of the two over a little Caſtle that ſtands upon a Point within the Haven, and run in, keeping them ſo North, and N. E. by Eaſt in, and then you cannot take hurt on neither of the ſhores; and being come within the Haven, Anchor before the Town.

A League S. W. from *Gloyland* or *Glenant*, by ſome called the *Eaſtern.Penmarks*, lieth a great Rock under Water, but is eaſie to be eſpied, in regard the Sea always breaketh upon it: As well within as without this Rock, it is 40 Fathom deep.

When you come off from the *Pens*, with an E. S. *E*. Courſe, you ſhall run far enough to the Southwards of it.

Mutton Islands. About two Leagues to the Eaſtwards of *Glenant*, lie the Iſlands of *Muttons*, by the French called *Iſles aux Moutons*; you may Sail through between them and the Main Land, unto

Groy

Groy or *Blavet*; alſo you may Anchor within them in 10 or 12 Fathom, betwixt the Land and the foreſaid Iſlands, which are clean upon the Northſide.

Betwixt the Iſland *Mutton* and *Glenant* lieth a Rock; for to avoid it (for them which Sail through betwixt them) they muſt leave one third part of the Channel towards *Glenant*, and the other third part towards *Mutton*, and then they may boldly run through there without fear.

Groy.

From *Mutton* to the Iſland *Groy*, the Courſe is Eaſt by South; upon the outer ſide of *Groy* ſtand three or four Mills, the Eaſt end of it goeth ſteep down, and the Weſtend ſlooping and flat down, thereby it is eaſie to be known. Under *Groy* is good Anchoring for a S. W. Wind in ſix or ſeven Fathom: Under the N. E. Point alſo is a good Road for a W. S. W. and N. W. Wind, there is very good Anchor-Ground. At the South-weſt end runneth off a foul ledge, whereof you muſt take good heed.

Blavet.

Within the Iſland *Groy* lieth the Haven of *Blavet*, which lieth in about N. W. in four or five Fathom. Upon the Weſt-ſide of this Haven ſtandeth a high ſharp Tower, called *Quinperly*; from the Eaſt Point runneth off a great ledge of Rocks, called the *Bears*; within it, on the Eaſt-ſide of the entry of the Haven lie two ſunken Rocks; alſo on the Weſt-ſide a Rock with a Hole, which at half Ebb is uncovered, of which you muſt take good heed in the coming in; you may run in alongſt by the Weſt Land, for to eſchew the foreſaid ſunken Rock and foul Grounds.

The Marks to Sail in there are theſe, There lieth a little Iſland within in the midſt of the Haven, which you may ſee when you are without the Haven; to the Eaſtwards of that little Iſland, upon the Main Land, ſtands an Abbey; bring that Abbey right to the Eaſt Point of the Haven, which lieth within the *Bears*, and Sail in with it untill you come thwart of

Bears.

the Eaſt Point within the *Bears*, and run it about by it: Being within it, there it is wide and broad; you may Anchor before the foreſaid little Iſland in 5 or 6 Fathom; there it is at low Water three or four Fathom deep; or elſe you may run in about by the Point, untill they come in the Oaze. From the *Pens* unto *Bell-Iſle*, the Courſe is E. S. E. 20 Leagues; but from *Groy* to *Bell-Iſle*, it is S. S. E. five Leagues.

Bell-Iſle hath at the N. W. end, a ſteep Point, lying out with a great Saddle; thereabouts ſtand alſo ſome little Houſes, and the end goeth very ſteep down.

Road to know Bell-Iſle.

When-as *Bell-Iſle* beareth N. N. E. from you, the Weſt end ſheweth it ſelf in three parts, the Weſtermoſt whereof is a great Rock, which is overflowed at high Water; at the Eaſt end there is alſo a great Rocks: By theſe foreſaid Marks it is indifferent well known. You may ſee *Bell-Iſle* out of the Sea in 55 Fathom. At the Southſide lie off many Rocks and little Iſlands.

Road under Bell-Iſle.

If you will ſeek a Road under *Bell-Iſle*, then you muſt give the N. W. end a good Birth; off from it lieth a ſunken Rock under Water, a good ways from the Land: Being come within it, Sail then within two Cables length alongſt by the Land, within a Baſe ſhot about by the North Point, untill you come before the Village with the little ſharp Tower, called *Pauls*; there ſtandeth a Caſtle upon the Point to the Weſtwards of the foreſaid little Tower, Anchor within that Point in nine or ten Fathom; there you ſhall lie Landlockt for a South, S. W. and N. W. Wind. If it blow more Northerly, you muſt ſhift, and run before the Eaſt end, (which is about half a League broad) and Anchor there in 10 or 11 Fathom.

This Iſland lieth about S. E. and N. W. according as the Wind blows, you may ſhift from one Road to another; it is every where good Riding.

Within the Iſland *Bell-Iſle*, to wit, betwixt *Bell-Iſle* and the Main Land, lie many little Iſlands, where at divers places you may Sail through to the Rivers of *Vannes*, or *Morbeam*, *Roche Barnard*, and the River of *Nants*, called the *Loire*.

Cardinal.

Of theſe Iſlands three are principal, the Eaſtermoſt is called the *Cardinal*, the Eaſt Point whereof, and the Eaſt Point of *Bell-Iſle* lie one from the other direct Eaſt by North, and Weſt by South, about four Leagues. The middlemoſt is called by ſome alſo the *Cardinal*, or elſe together with the Eaſtermoſt, the *Cardinals*. This hath a good Haven on the Northſide, going in by a great Rock.

From the N. W. Point of the Northermoſt, runneth a ſandy Strand unto the Main Land, againſt the Point betwixt *Blavet* and *Morbeam*, ſo that you cannot Sail there betwixt that and the Main, but at high Water it is moſt covered, and at low Water it lieth moſt dry; at low Water, you may go over there on foot from the Iſland to the Main Land.

He that cometh from the Weſt, and is bound to *Morbeam*, *Roche Bernard*, or other places thereabout, muſt run to the Southwards of it; if he will not Sail about to the Southwards of *Bell-Iſle*, he may Sail through betwixt the Northermoſt and the middlemoſt Iſland; and alſo he may Sail through betwixt *Bell-Iſle* and the foreſaid Iſlands, about to the Eaſtwards of the *Cardinal*. The Channel betwixt them both is above a League broad, and clean, it lyeth through E. S. E. and S. E. by Eaſt; you may run alongſt by the *Cardinals*, either by Night or Day, in 8, 9, and 10 Fathom, all clean Sandy Ground.

To Sail through betwixt the Weſtermoſt (which is faſt at the Northend with the Strand to the Main Land) and the middlemoſt Iſland, the Courſe is from the N. W. end of *Bell-Iſle* E. N. E.

A little from the Eaſt end of the foreſaid Weſtermoſt Iſland, lieth a great round Rock, which you muſt leave on the Larboard-ſide, and run alongſt by it, within two or three Cables length, and then you ſhall leave on the Starboard-ſide to Seawards of you a great many Rocks, ſome above and ſome under Water, which lie towards the other Iſlands, which you muſt give a greater Birth to than to the foreſaid great Rock. From this foreſaid Channel to the River of *Morbeam*, or St. *Jolms*, the Courſe is N. E. or N. E. by Eaſt; or elſe if you run about to the Eaſtwards of the *Cardinal*, and are bound to *Morbeam*, then go away from the Eaſt Point of the *Cardinal*, firſt North Weſt and North North Weſt, and you ſhall have then, in that fair way, eight and nine Fathom depth; go then by little and little more Northerly right with the Point, which lieth to the Weſtwards of St. *Jolms*; there runneth off the ſaid Point of St. *Jolms*, a ledge or riff of Rocks almoſt half a League into the Sea, which you muſt give the Weſt Point a Birth to, and run in alongſt by the Eaſt ſhore, which is flat, and lieth from the Tower of St. *Jolm* to the River of *Vannes* N. W. and S. E. but you muſt be ſure to reckon your Tide well in this Channel, for it runs in and out the River of *Vannes* ſo ſtrong, that you cannot Sail in with an Ebb, although it blow a Storm: Likewiſe doth it to the contrary with the Flood, therefore you muſt Sail in with ſtill Water. At the middle Point, where the River doth divide it ſelf in two, (whereof the one runneth to *Vannes*, and the other to *Auray*) lie many Rocks, the moſt part under Water, which you leave on the Starboard-ſide when you are bound to *Morbeam* or *Auray*, and on the Larboard-ſide when yon are bound to *Vannes*; when you are come from ſo far within, that the Tower of *Morbeam* is W. from you, Anchor there in the midſt of the Haven in nine Fathom, and then ſhall *Auray*, the innermoſt little Tower, lie N. N. W. from you, and the other little Tower N. by Eaſt, but the Point of *Mayland* E. S. E. The Weſt ſhore, thwart of it, is very ſteep, eaſie and ſoft; you can take no hurt of it, although you Sailed right againſt it.

The Eaſt Point of the *Cardinal*, and the entring of the Haven of *Morbeam*, lie N. N. W. and S. S. E. one from the other.

Of the Tides and ſetting of the Currents.

Without *Uſhant* a W. S. W. and E. N. E. Moon; and within the *Trade* a South Weſt by Weſt Moon, maketh full Sea.

At St. *Matthews* Point, a S. W. and N. E. Moon maketh higheſt Water.

In the broad Sound, betwixt *Uſhant* and the *Seams*, a W. S. W. and E. N. E. Moon maketh the higheſt Water: The Flood ſetteth very ſtrong upon *Uſhant*, and to the Southwards of it through the *Mullens*. Thwart over the *Trade*, towards the *Bake-Ovens*. Likewiſe through the broad Sound unto *Breſt*. Alſo alongſt by St. *Matthews* Point, towards the *Fourn* or *Bake-Ovens*, with great ripling. He that cometh Sailing about *Uſhant*, muſt reckon thereupon.

In the Race of *Fontnay*, a S. W. by S. and N. W. by North Moon maketh full Sea. The Flood ſetteth very ſtrong through betwixt the *Keyſer*, ſomewhat thwart over towards the *Lavender*, with very great ripling over the *Calf*, (that is the ledge of the Rocks which lieth off from the *Lavender*) and from thence North, and North by Weſt inwards to St. *Matthews* Point: With Calms you muſt take good heed not to be carried away with the Current. With Stormy Weather, out of the North or South, it is not without danger to come in this Channel, eſpecially with an Ebb or out-fall.

On theſe Coaſts of *Britaign*, and the Iſlands thereabouts, a S. W. and N. E. Moon maketh the higheſt Water: But within the Havens, Rivers, Indraughts, and Bayes, a S. W. by Weſt, and N. E. by Eaſt Moon, or a Point later, according as the Havens or Rivers do lie deep in the Land. Men do not reckon there any ſetting or running of the Streams, for the Flood cometh (through the ſwelling of the great Ocean) right againſt the Coaſts, and ſo runneth only into the Havens; the Ebb contrariwiſe goeth thwart from the ſhore to

Seawards when it falleth, ſo that you cannot perceive any Courſe of Streams, except it be a little through, or about ſome Points of Iſlands.

On theſe Lands, as on all the Coaſts of *Britaign*, a North-Eaſt and South-Weſt Moon maketh high Water; and within the Havens, Rivers, or Indraughts, a Point or two later, according as they lie far within the Land.

On the Coaſts and Iſlands, a South Weſt and North Eaſt Moon maketh high Water; within the Havens and Rivers a Point or two later, according as they lie far within the Land.

Of the Depths about theſe Places; and in what Depths you may ſee the Land.

The *Bake-Ovens*, or the Land of the *Fourn*, Men may ſee in 50 Fathom.

Uſhant being about South from you, you may ſee in 50 Fathom.

South Weſt from *Uſhant*, 5 or 6 Leagues off, it is 75 Fathom deep, and then you may ſee the Land from the Poop.

In the Broad Sound it is 45 Fathom.

A little without the *Seams*, about a League, it is 50 Fathom deep.

You may ſee the *Seams* and the *Sheets* in 60 or 65 Fathom.

Betwixt *Uſhant* and the *Seams*, in the fair way, it is 55 Fathom deep.

Thwart of the *Pens* and the *Glanons*, Men may ſee the Land in 55 and 60 Fathom.

Bell-Iſle Men may ſee from below in 55, but under the top in 60 Fathom.

How theſe Lands do lie one from the other, and from other Lands.

From the *Fourn* to St. *Matthews* Point S. S. E. and S. E. by S. 4 or 5 Leagues.

From St. *Matthews* Point to *Croidon* or *Claeſdown*, E. S. E. 3 L.

From St. *Matthews* Point to the Race of *Fontnay*, or the *Keyſer*, S. by Eaſt, 6 Leagues.

From *Uſhant* to *Portland*, N. E. 53 Leagues.

From *Uſhant* to the *Start*, N. E. by North, 39 or 40 Leagues.

From *Uſhant* to the *Lizard*, North, 29 Leagues.

From *Uſhant* to *Silly*, N. W. by N. and N. N. *W*. 34 Leagues.

From *Uſhant* to *Cape Clear* in *Ireland*, N. *W*. 78 Leagues.

From *Uſhant* to the Iſland of St. *Michaels*, S. *W*. by *W*. 360 L.

From *Uſhant* to the *Cape Finiſterre*, S. S. *W*. *W*eſterly, 121 Leag.

From *Uſhant* to *Ciſarga*, S. S. *W*. 110 Leagues.

From *Uſhant* to *Cape Prior*, S. S. *W*. 105 Leagues.

From *Uſhant* to *Cape de Pinas*, S. 93 Leagues.

From *Uſhant* to *Laredo*, S. S. E. 104 Leagues.

When you Sail away S. by E. from *Uſhant*, then run a little without the *Seams*.

From the Race of *Fontnay* to the *Pens*, S. E. ſomewhat Eaſterly, 10 or 11 Leagues.

From *Fontnay* to *Oldyarn*, E. S. E. 7 Leagues.

From *Oldyarn* to the *Pens*, S. E. and by South, 5 Leagues.

From the *W*eſt end of the *Seams* to the *Pens*, E. S. E. 13 Leagues.

From the *Seams* to the Band or Cragh of *Oleron*, S. E. by Eaſt, 68 Leagues.

From the *Seams* to the *Bayon* in *France*, S. E. ſomewhat Southerly, 102 Leagues.

From the *Seams* to St. *Sebaſtians*, S. E. by South, 102 Leagues.

From the *Seams* to *Bilboa*, S. S. E. Eaſterly, 96 Leagues.

From the *Seams* to St. *Andero*, S. S. E. 92 Leagues.

From the *Seams* to *Cape de Pinas*, or *Tores*, South, 81 Leagues.

From the *Seams* to *Ribadeus*, S. by *W*. 89 Leagues.

From the *Seams* to *Cape de Ortegal*, S. S. *W*. Southerly, 84 L.

From the *Seams* to *Cape Finiſterre*, S. W. by South, Southerly, 112 Leagues.

From the *Seams* to *Silly*, N. N. W. 45 Leagues.

From the Weſt *Pens* to the Eaſt *Pens*, or *Glannous*, E. S. E. 6 L.

From *Glannons*, or *Gloyland*, to *Groy*, E. and W. 9 or 10 L.

From the E. end of *Groy*, to the W. end of *Bell-Iſle*, S. S. E. 5 Leagues.

From *Glannons*, or *Gloyland*, to *Bell-Iſle*, S. E. by E. ſomewhat Eaſterly. 13 or 14 Leagues.

From the N. W. end of *Bell-Iſle*, to the S. E. end, S. E. by Eaſt, 5 Leagues.

Erom the Weſt *Pens* to *Bell-Iſle*, E. S. E. 21 Leagues.

From the Eaſt end of Bell-*Iſle* to the Eaſt end of the *Cardinal*, E. by N. 4 Leagues.

From the Eaſt Point of the *Cardinal*, to the entring of *Morbeam*, N. N. W. 4 Leagues.

From the Weſt *Pens* to *Viverus*, S. S. W. 84 Leagues.

From the Weſt *Pens* to *Syſarga*, S. W. by S. 102 Leagues.

From *Groy* to *Viverus*, S. *W*. by S. 90 Leagues.

From *Groy* to *Cape de Finiſterre*, S. *W*. 123 Leagues.

Latitudes.

	deg.	min.
Uſhant lieth in	48	30
The *Seams* lie	47	58
The Iſland Bell-*Iſle* lieth in	47	05

CHAP. XI.

A Deſcription of the Coaſts of FRANCE, *from* Bell-Iſle, *to the River of* Bordeaux.

FROM the Eaſt Point of the *Cardinal*, to the River of *Roche Bernard*, the Courſe is N. E. there lieth a little Iſland about half ways betwixt the *Cardinal* and the foreſaid River, or rather nearer the *Cardinal* than the River, (for when you are by the River, you can but juſt ſee the foreſaid little Iſland) with the aforeſaid Courſe of N. E. cloſe alongſt to the Weſtwards of that little Iſland, you ſhall fall a little to the Northwards of the River, run then within a Cables length alongſt by the ſhore unto it, untill the River doth open it ſelf, and then Sail in the midſt of the Channel, and give the Rocks a Birth that lie at the Eaſtern ſhore. Being come within the Rocks, you may Anchor there, or elſe Sail on againſt the ſhore on the Starboard-ſide, and ſo may ſave Ship and Goods without Anchor or Cable, if there ſhould be ſuch need. At low Water, with an ordinary Tide, there is about nine, and with a Spring eleven Foot Water: With an ordinary Tide it flows there about one Fathom, but with a Spring two Fathom up and down: The entring of the River lieth in Eaſt by South. A little to the Eaſtwards of the Rivers Mouth, lieth a great Rock, which at high Water is covered.

He that cometh from the River of *Nants*, and is bound to *Roche Bernard*, and is not well acquainted there betwixt both, let him run ſo far to Seawards of the *Cardinal* (when he is to the Weſtwards of the *Fourn*) untill he run about to Seaboard of that foreſaid little Iſland, (lying half ways betwixt the *Cardinal* and the River of *Roche Bernard*) then goeth he ſurely clear of all the foul Ground and other Dangers; Men may Sail cloſe alongſt by it to the Weſtwards, but to the Eaſtwards of it lie many Rocks and Shoals.

He that will Sail alongſt to the Eaſtwards, or to the Northwards of it, muſt leave about two third parts of the Water to the Iſland, and one third part towards the Land, and ſo run through betwixt them, but muſt look well out.

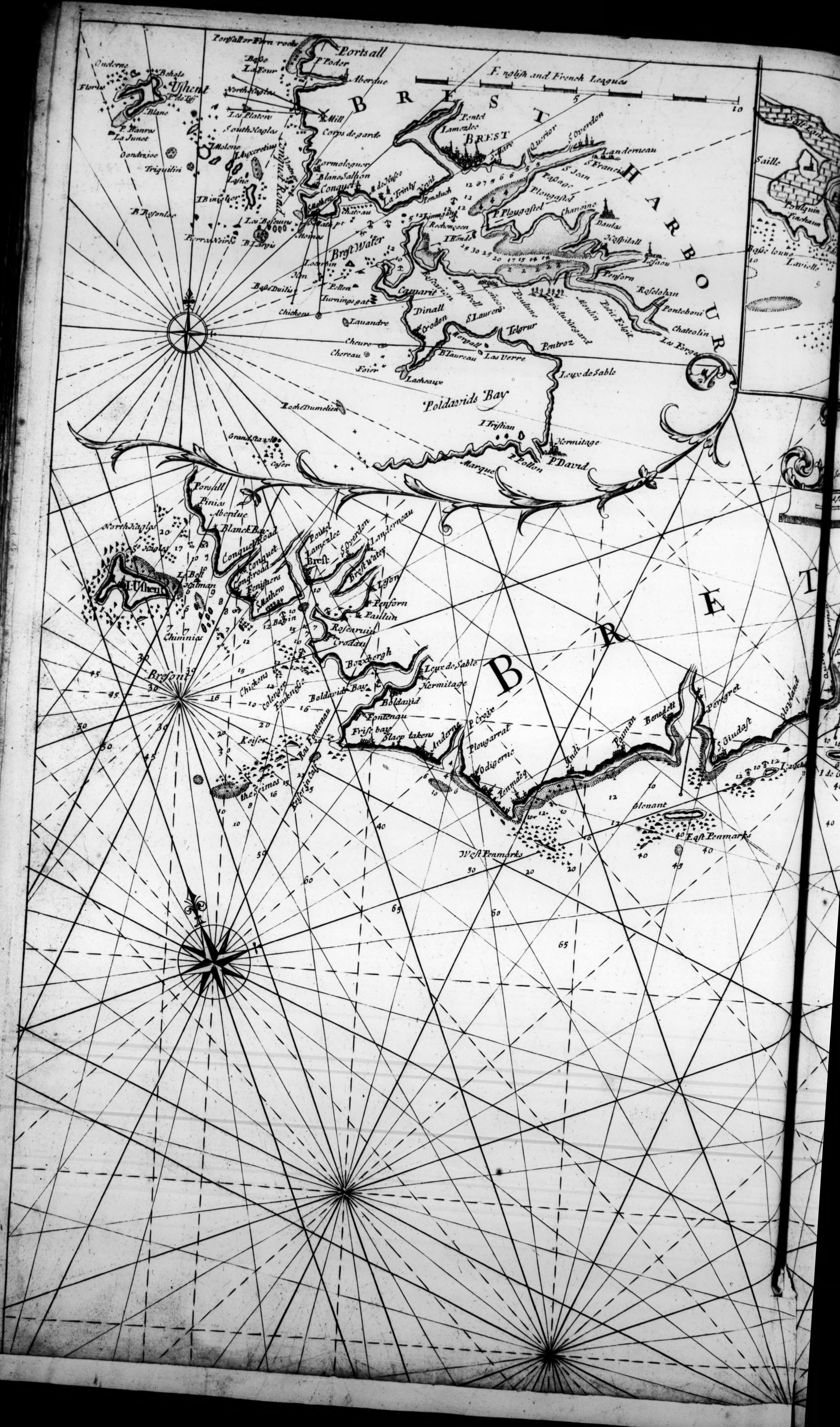
Betwixt the Rivers of *Roche Bernard* and *Nants*, lie *Old-downs*, *Croiſil*, or *Croſwyck*, and *Poelgem*. *Croſwyck* hath two Points, within the N. W. Point lieth the great Village of *Croſwyck*, which hath a thick Tower, and there is a great Indraught like a Haven; where you may come to an Anchor in 5, 6, or 7 Fathom; to the Weſtwards of it ſtands alſo a flat Church upon the high Land. The Land of *Old-Downs* lieth a little to the Northwards of the Church. Croſwyc Old-Downs.

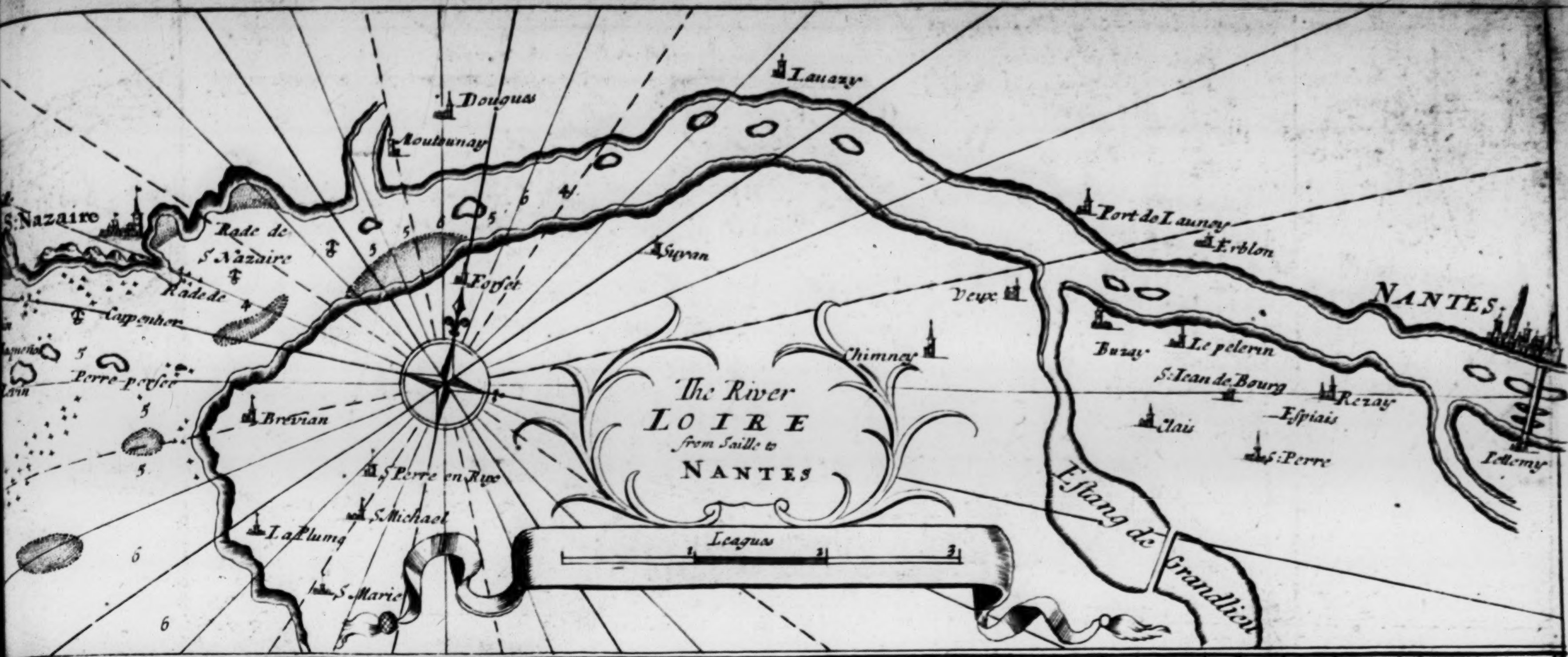
Poelgem is a Village to the Eaſtwards of *Croſwyck*, with a high ſharp Tower. Poelgem

About two Leagues from the Land, S. W. by South from *Croſwyck*, and VV. by S. Southerly from the Eaſt Point of *Poelgem*, lieth a great Bank, called the *Four*, which at ſome places fall dry at low Water, and lieth from Bell-*Iſle* near about E. and lieth the longſt way S. W. and N. E. The Fou

To Sail into the River of Nants.

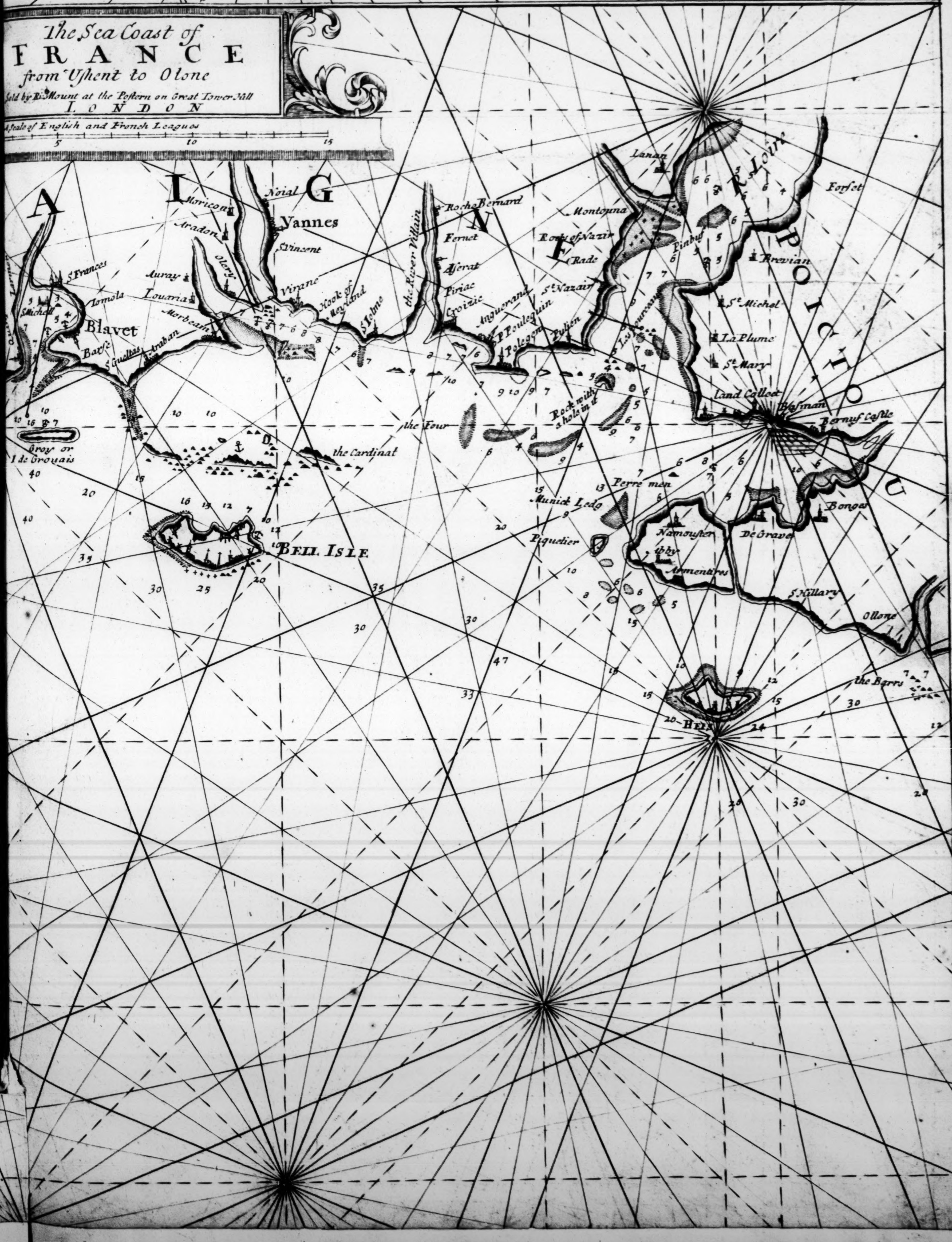
If you will Sail from Bell-*Iſle* to the River of *Nants*, Then go away from the Eaſt end of the *Cardinal*, or from the Eaſtermoſt Rocks that lie off from the *Cardinal*, directly E. N. E. towards


English and French Leagues
5
10
BREST HARBOUR
Porsall or Porn rocks
Portsall
P. Poder
Aberdue
Basse
La Four
North Hagles
Mill
Los Platon
South Hagles
Corps de garde
Quderne
Behale
Florio
Ushent
P. de Tiff
Blanc
P. Banres
La Junot
Conquet Road
Conquet
S. Mathew
Chateau
Los Bossuns
Pierre Noire
B. Rossonsc
Triguitin
Brest Water
BREST
Pontel
Lamezlec
Landerneau
S. Francis
S. Jean
Passage
Plougastel
P. Plougastel
Quorior
S. Overdon
La Trinity
Point
Rechengsen
Chansine
Daulas
Hospitall
Faou
Penforn
Rosselohan
Pontcboni
Chateolin
Las Berge
Camarit
Dinall
Crodon
S. Laurens
Morgall
B. Taureau
Las Verre
Telgrur
Pentroz
Loux de Sable
Poldavids Bay
I. Tristian
Hermitage
P. David
P. Zollon
Marque
Lacheaux
Foier
Choreau
Cheure
Lauandre
Chickens
Turnings gat
Pollen
Locarbin
Bas Duilis
Roche Dumelien
Grand Stavel
Coser
Porsall
Pinios
Aberdue
Blanck Bay
North Hagles
Hagles
I. Ushent
Bell
Aitman
Chimnies
Conquet Road
Conquet
Congt road
Feniffiers
S. Mathew
Bassin
Pontel
Lamezlec
S. Overdon
Landerneau
Brest
Brest Water
Lison
Penforn
Paillun
Roscaruin
Crodou
Boxxbergh
Loux de Sable
Hermitage
Boldavids Bay
Boldavid
Fontenau
Frist bay
Staep takens
Anderne
P. Croise
Plougarral
Odigerne
Penmarq
Indi
Paman
Benodett
Perigret
S. Giudast
Glayland
Glenant
East Penmarks
West Penmarks
Brefont
Chickens
Colergen
Foukenesse
Keiser
Ros Fontenau
the Seimes
Keiser in cast
B
R
E
T
Saille
Lorequin
Basse louns
Lavielle



The River LOIRE from Saille to NANTES

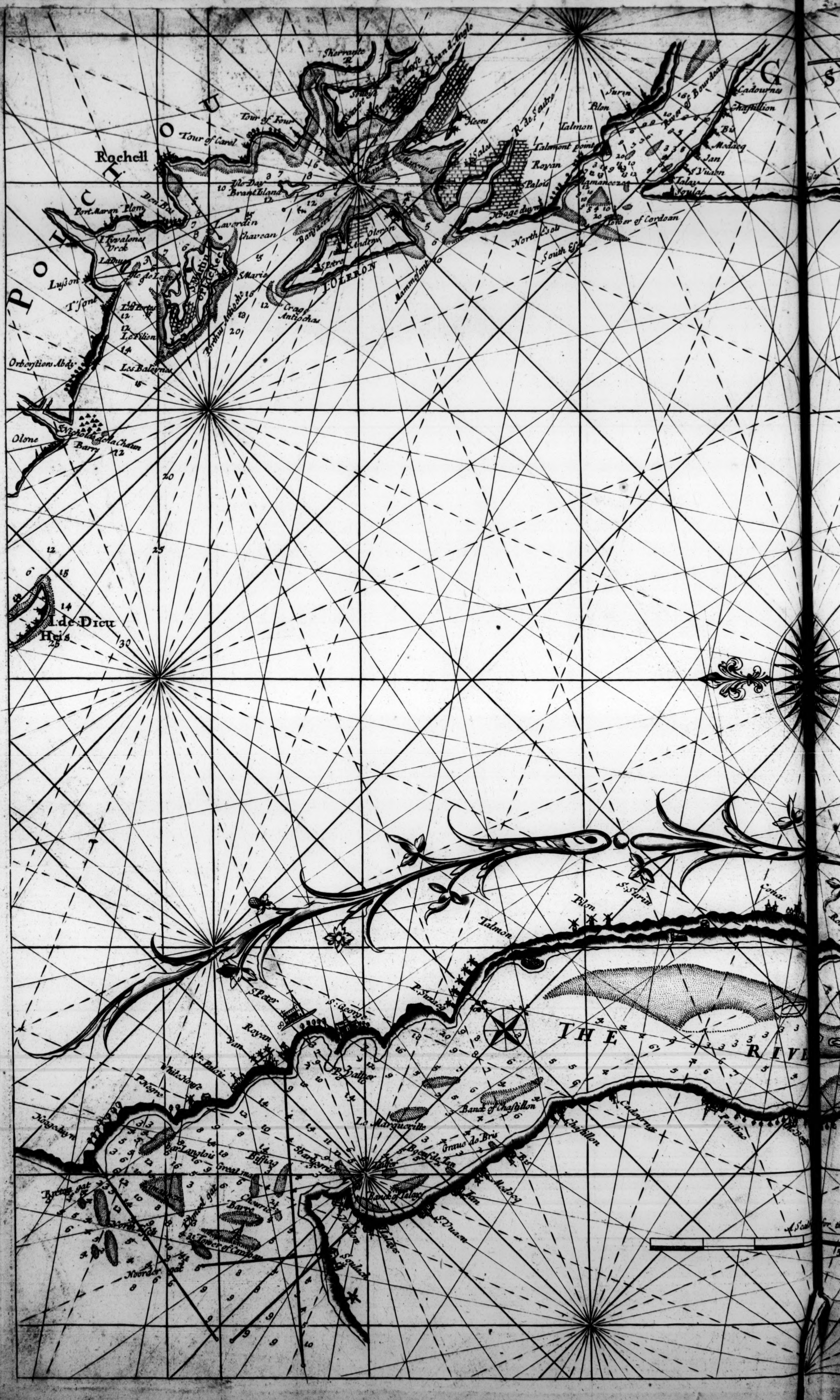
Leagues
1
2
3
Lauazy
Dougues
Routbunay
S:Nazaire
Rade de S.Nazaire
Rade de
Carpenther
Perre-perſee
Forſet
Suvan
Brevian
S.Perre en Rye
S.Michael
La Pluma
S.Marie
Veux
Chimney
Port de Launey
Erblon
NANTES
Buzay
Le pelerin
S:Jean de Bourg
Rezay
Eſpiais
Clais
S:Perre
Pellemy
Eſtang de Grandlieu

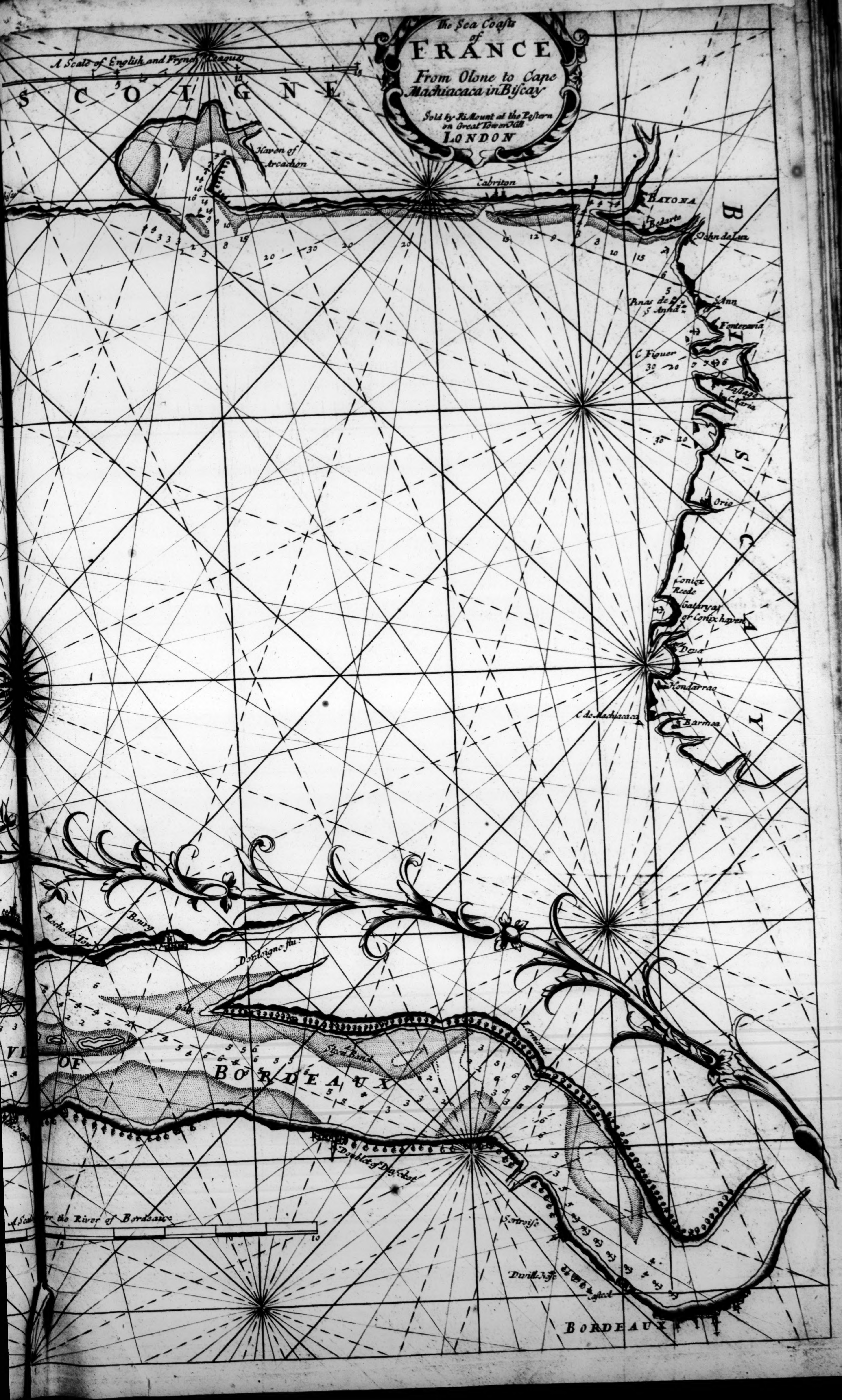


The Sea Coast of FRANCE from Uſhent to Olone

Sold by Rd. Mount at the Poſtern on Great Tower Hill LONDON

A Scale of English and French Leagues
5
10
15
T A I G N E
Noial
Moricon
Aradon
Vannes
S.Vincent
Olery
Auray
Louaria
Virane
Morbeam
Araban
S.Gueltas
Baſſe
Blavet
Tomola
S.Frances
S.Michell
Hook of Meyland
S.Tolme
the River Villain
Roche Bernard
Fernet
Aſſerat
Piriac
Croizic
Anguerand
P.Poulequin
Polegon
Pulien
S.t Nazair
Rade
Rocks of Nazir
Montojuna
Lanan
R.Loire
Pinbuf
Forſet
Brevian
St. Michel
La Plume
St. Mary
Land Calleet
Baſman
Bernuf Caſtle
POICTOU
Bonges
De Grave
Namouſter
Abby
Armentires
S.Hillary
Ollone
the Barrs
Perre men
Munick Ledg
Piquetier
Rock with a hole in it
the Four
the Cardinat
Groy or I de Grouais
BELL ISLE
HEIS


POICTOU
Rochell
Tour of Carel
Tour of Four
Sherrante R
Strubyse
S. Nosse
S. Jean d'Angle
Heens
Ile Day
Brant Eland
Den Bos
Port Maran
Plom
Lavordin
Chavean
I Twalones
Vrck
Laduy
Lusson
Ile de Loy
T'sont
Les Portes
Le Filion
Orberstiens Abdy
Les Baleynes
S. Martin of Ile de Ree
S. Maria
Porthus Antioche
Crage Antiochas
L'OLERON
S. Petro
S. Andrew
Oleron
Banjaert
Mammefont
Sales
R. de Seudre
Talmon
Pilon
Surin
Talmont point
Royan
S. Palois
Hoogedun
Amanceze
North Esolt
South Esolt
Tower of Cordoan
River of Bourdeaux
Cadournes
Chastillion
Bis
Modacq
Jan
S. Vuaon
Talay
Soulac
G
S
Olone
S. Nicholas de la Chaum
Barrs
I. de Dieu
Heis
S. Suria
Conac
Pilon
Talmon
P. Suzacq
S. Peter
S. George
Royan
Yan
St. Palois
White Horse
P. Negre
Hoogeduyn
P. Valher
Le Marguerite
Banck of Chastillon
Graue de Bris
Bis
Chastillon
Cadournes
Pouliac
THE RIVE
Bar Langlois
Biffuag
Great mad
Sbargeeris
Bocuf de Jan
Talay
Bank of Talay
Medocq
Jan
S. Vuaon
Breton gat
North Esolt
Chouries
Barre
Tower of Cardoan
Noorder gat
Soulack
A Scale for



The Sea Coasts
of
FRANCE
From Olone to Cape
Machiacaca in Biſcay

Sold by Ri. Mount at the Poſtern
on Great Tower Hill
LONDON

A Scale of English and French Leagues
S C O I G N E
Haven of Arcachon
Cabriton
BAYONA
Bedarte
S. John de Luz
S. Ann
Pinas de S. Anna
Fonteravia
C. Figuer
Paſſage
C. Maria
B I S C A Y
Orio
Coniex Reede
Gataryas or Coniex haven
Deva
Hondarrae
C. de Machiacaca
Barmea
Roche de Toy
Bourg
Dordoigne flu:
Gaby
Stert Band
Lormond
VE OF BORDEAUX
Doublet of Draycket
Sertroiſe
Dwill Noſe
Caſteel
BORDEAUX
A Scale for the River of Bordeaux
5
10

BRITISH MUSEUM

towards the Weſt Point of *Croſwick*: To Sail to the Weather of the foreſaid *Four*, ſo long untill it begin to ſhoal, and that the ſharp Tower of *Poelgem* cometh againſt the higheſt of the Eaſt Point of *Croſwick*, then you run alongſt to the Northwards of the foreſaid Banks; go then E. S. E. or according as the Wind is, E. by S. and E. S. E. unto the Rock with the hole, called *Pierre-Perce*, but ſo that you come not very near (at low Water) the Land ſomewhat to the Weſtwards of *Poelgem*, for it is not clean alongſt by it. Betwixt the *Four* and the Point of *Croſwyck*, it is in the fair way, 8, 9, and 10 Fathom deep.

Pierre-Perce.

From the Point of *Poelgem* Eaſtwards, lie ſome little Iſlands and Rocks, which are very foul; come not very near them, nor the ſhore thereabouts. If it ſhould happen that you ſhould turn to Windwards, for at low-Water there Ebbeth many of the Rocks dry, (when you come near the Rock with the hole) then run alongſt to the Northwards of it, and run in very cloſe by it, leaving it on the Starboard-ſide of you, for to avoid the foul Grounds, which lie off from the Point of *Poelgem* towards this Rock. Cloſe alongſt by this Rock it is four Fathom deep. Being paſt this Rock with the hole, then run all along by North ſhore, unto St. *Nazare*, in three or four Fathom at low Water, but you muſt take heed of a rocky Point, ſomewhat to the Weſtwards of St. *Nazare*: The Marks whereof are theſe, There ſtands a Mill upon the High Land, ſomewhat far within the Land, when that comes over a Countries Mans Houſe, which ſtandeth below by the River, then are you thwart of the Rocks; being paſt them, keep yet the North ſhore, and run alongſt by it, untill you come within the Point of St. *Nazare*, and Anchor there in ſix or ſeven Fathom.

St.Nazare.

Les Porceaux.

In the midſt of the River, betwixt the foreſaid Rocks with the hole, and St. *Nazare*, lieth a row of Rocks, called *Les Porceaux*, theſe come at half tide above Water: Becauſe of them, and alſo more other ſhoals lying in the River, you muſt run all alongſt by the North ſhore, as is before ſaid.

Somewhat within St. *Nazare*, upon the North Land ſtands a ſharp Tower, when that comes without the South Land, then you cannot take hurt of the foreſaid Rocks; run alongſt to the Northwards of them: A little to the Eaſtwards of them lieth another ſhoal of Rocks, where you may run about the Eaſtwards of it with great Ships, it is there very ſhoal Water alongſt to the Point; being within the Point, Men may Anchor, as is ſaid, in ſix or ſeven Fathom.

Pynbut.

To the Eaſtwards of St. *Nazare* lie two other Villages, and there betwixt the Villages it is very ſhoal and ſtoney Ground; there Men muſt borrow over the Southern ſhore, but when you are half ways to the Eaſtermoſt Village, then you may well Sail right on with the Point of the Village, untill you be paſt it; but againſt that Eaſtermoſt Village, on the South ſide upon the Point, lieth a Bank called *Pynbut*, which lieth at leaſt half ways over in the River, but you may run through betwixt the Point and this Bank in five or ſix Fathom; this is the Road for Ships that are bound out to Sea.

A League further in, in the midſt of the River, lie two ſtoney Banks in the fair way.

Pelerin.

St.Nazare.

At *Pelerin* is the Lading place, two Leagues from *Nants*, where the Goods are brought off with Lighters from the Ships, (but from St. *Nazare* to *Nants*, or *Pelerin*, it is Pilots Water) which Men do commonly take in, by the above named ſharp Tower, called St. *Nazare*, where you (when they are within it) may Anchor in ten or twelve Fathom, and ſtay for a Pilot.

For to run into Sea from St. *Nazare*, alongſt to the Southwards of the Rock with the hole, you muſt run firſt alongſt by the North ſhore, as is before ſaid, untill that you come without the ſecond Point of the River, edge then off from the North Land to the midſt of the River, and Sail a good ways about to the Southwards of *Pierre-perce*, when you can ſee the Rock (which lieth to the Northwards of *Pierre-perce*) without the Point, there it is four Fathom and a half deep, and when as *Pierre-perce* is N. N. W. and N. by W. from you, then you come thwart of the Rock, and there you find deeper Water, to wit, five, ſix, and at leaſt, ſeven Fathom; but when you come in the fair way of *Pickeliers*, then you get ten or twelve Fathom Water.

Banks before the Loire.

Before the River of *Nants* lie many Banks, but at half Flood you may go over them; the South Point of the River of *Nants* lieth from the N. Point N. N. W. and S. S. E. four Leagues aſunder; to the Southwards of it, the Land lieth in with a great Indraught, and there you may run into the Bay.

Theſe uneven Banks in the River of *Nants*, are very unlike, ſometimes you may ſound in fifteen Fathom, and preſently after but ſeven or eight Fathom.

Armentiers.

But to Sail from *Bell-Iſle* to the Bay of *Armentiers*, you muſt go E. S. E. untill you ſee the Abbey of *Armentiers* to the Eaſtwards of the Trees, which ſtand within the Land over the ſame Abbey, then go on E. by N. ſo long, untill that the Abbey come within the Caſtle of *Armentiers*, then are you within the *Monks Leg*. Go then again E. S. E. untill you be within the Rock of *Pierremen*; you may go about it on both ſides, and when you can ſee the *Grave* open, then you may Anchor in ſeven or eight Fathom, and row aſhore to fetch a Pilot, it is Pilots Water.

Pierremen.

From *Bell-Iſle* to *Armentiers*, the Courſe is E. S. E. about twelve or thirteen Leagues aſunder.

From *Armentiers* to *Vſe*, it is S. by E. ſeven Leagues, and from *Bell-Iſle* to *Vſe* or *Heys*, S. E. ſixteen Leagues.

Pickeliers.

The Iſland of *Pickeliers* lieth right before the Point of *Armentiers*.

Heys or Uſe.

Betwixt *Armentiers* or *Pickeliers* and *Vſe*, it is an uneven fair way, with many Shoals and Banks, from 4, 5, 6, and 7 Fathom. Upon *Vſe* ſtandeth a ſharp Tower, and ſome little Houſes or Mills, whereby it is very eaſie to be known. It is in the fair way betwixt *Vſe* and *Bell-Iſle* 35 and 40 Fathom. but when you are within the fair way, it is 25 Fathom deep.

Under *Vſe* it is not very good riding, the Sea cometh always ſo rowling in, as if the Water came through under the Iſland; at the North end it is ſhoal Water: The Road is, when the Church Steeple is S. W. from you in 8 or 9 Fathom; but you may lie there not ſheltred but only for a S. *W.* and *W.* S. *W.* Wind, and it doth ripple there always very much.

From *Vſe* to the *Killiats*, or to the Iſland of St. *Martens*, the Courſe is E. S. E. 12 or 13 Leagues. Betwixt both lieth the Barges of *Olone*, about half a League off from the Land of *Poictou*, and E. by S. ſeven Leagues from *Vſe*, in the right fair way, and in regard that it is nothing but Rocks and Stones, therefore it is not good to come near them in dark weather; you may Sail round about them, and at low *W*ater they are uncovered.

If you will Sail from *Vſe* unto the *Killiats*, or unto the tail of *Aiſe*, through within the Barges, then Sail on firſt Eaſt; and being within the Barges of *Olone*, Sail to the Land of *Poictou*, which lieth from *Olone* to St. *Martains* Iſland E. S. E. and from *Olone* to the *Pickeliers* N. *W*.

From *Olone* to the *Killiats*, the Coaſt lieth moſt E. S. E. 4 or 5 Leagues.

To Sail into the Killiats.

To Sail into the *Killiats*, which is in alongſt to the Northwards of the Iſland of St. *Martens*, in betwixt the foreſaid Iſland and the Main Land of *Poictou*, you muſt go in ſomewhat more Northerly than the middle of the Channel, or leave two third parts of the Channel towards St. *Martens* Iſland, and one third part towards the Main Land. Alongſt by the Iſland of St. *Martens* it is uneven, and ſomewhat full of Banks; come not too neer the Main Land, for there lie off ſome Banks, but you may borrow of them by your Lead. Go in as before is ſaid, till the Church of St. *Martens* be S. S. *W.* from you, then you ſhall be paſt the Bank which lieth North from St. *Martens*, and lieth off from the ſhore ſomewhat to the Weſtwards of St. *Martens*; there is a hard ſteep ſtoney Bank which ſhoaleth up ſuddenly. For to avoid it, when you muſt turn too and again with an Eaſterly, or a N. E. Wind, you muſt not bring the little Tower of *Hars* in the Village of *Loy*; but when the little Tower of *Hars* cometh to the firſt, or Northermoſt Houſe of *Loy*, then you muſt caſt about, for then you come againſt the Bank, where remaineth at low Water about one Fathom depth, and at high Water about four Fathom.

Marks of the Bank before St. Martens.

When the foreſaid little Tower of *Hars* cometh againſt a Mill which ſtandeth at the South end of *Loy*, then are you within the Bank, to wit, betwixt the Bank and St. *Martens*. When St. *Martens* cometh to be S. W. by S. and S. S. W. from you, then you may boldly Sail over the end of the Bank towards St. *Martens*; you ſhall find there at low Water and Spring Tide at leaſt three Fathom, or ſixteen or ſeventeen Foot, alſo one caſt or two but twelve Foot, then it is all ſoft ground, as alſo before St. *Martens*, but the Banks are hard, and with Spring Tides there remaineth little Water upon them. Before St. *Martens* you may Anchor in four, five, or ſix Fathom.

For to Anchor before St. Martens.

For to Anchor before St. *Martens*, you muſt Anchor ſo, that you may ſee open into the Haven, and that the Point of the Abbey, and the Boſs, do ſtand the length of two Capſtan Bars one from the other; there is with Spring Tides, and at low Water, three Fathom and a half, but at high Water ſix Fathom and a half deep.

When you Sail into the *Killiats*, as before is ſaid, it is 12, 11, and 10 Fathom deep; but being come ſo far that the Tower of St. *Martens* begineth to bear S. W. from you, there it will be by little and little ſhoaler, and then you may well edge towards the Iſland in five and four Fathom; it ſhoaleth then ſuddenly up, and will be from ten, quickly five and four Fathom.

If you will go over the Bank that lieth off from the Abbey, with a Ship that draweth much *W*ater, then you muſt ſtay while it be half Flood, for at low-water there remaineth no more upon it than three fathom, or a foot or two more: when it is ſomewhat flowed, then you may go over with a great Ship. When the little Tower of *Huſſou* cometh to the North end of the Iſland *Urk*, or *Tivalenes*, then are you upon the ſhoaleſt of the Bank; but when the little Tower cometh over the South end of that little Iſland, then it beginneth to deepen again.

Marks for the deepeſt water.

The Marks for to keep the deepeſt water, when you run over the Bank, are theſe; Keep the great Tower of *Rochel* a hand-ſpikes length to the ſouthward of the Wood which ſtandeth upon the northermoſt high-land, and run ſo over the Bank; it is all ſoft ground.

If you will anchor before the Abby within the Bank, then run in ſix or ſeven fathom and anchor there.

But if you will not anchor under St. *Martens*, but will ſail forth towards *Burnt-Iſland*, then bring that foreſaid little Tower of *Luſſou* over the little Houſe that ſtandeth upon the little Iſland *Urk*, and keep it ſo ſtanding, and then you can take no hurt of the *Laverdyne*.

Laverdyne.

The *Laverdyne* is a range of Rocks together, a Muſquet ſhot long, which lieth off from the Eaſt Point of St. *Martens* Iſland, about an Engliſh mile, and with Spring-Tyde, at low-water, is uncovered. Betwixt it and the Iſland of St. *Martens* you may ſail through, there it is deep enough.

The Marks of the *Laverdyne* are theſe: When you are in at the *Killiats*, and ſail through betwixt St. *Martens* Iſland and the Boſs, and you come to ſee the great Tower of *Rochel* juſt without the Point of the Boſs, then are you right thwart of the *Laverdyne*, which lieth then S. W. from you; it is betwixt them both not very wide: Or elſe when the foreſaid great Tower of *Rochel* ſtandeth even without the Point of *Boſs*, and the North Point of the *Plom*, a Ships length without the South Point (which is the North Point of the *Boſs*) then are you right upon the *Laverdyne*; therefore when *Rochel* cometh a Ships length to the ſouthwards of the *Boſs* (when you come in at the *Killiats*) then are you paſt the *Laverdyne* and you may boldly go on S. E. and S. E. by South towards *Burnt-Iſland*.

Porthus.

Porthus is a broad and wide Channel, lying in through betwixt St. *Marten* Iſland and *Oleron*, and lieth from *Uſe* S. E. by Eaſt, diſtant about 15 Leagues.

Oleron.

If you will ſail into *Porthus*, then run in betwixt both Lands E. S. E. but much nearer St. *Martens* Iſland, for to avoid the the Bank of *Oleron*, which is a foul ledge of the Rocks, at the north end of *Oleron*; come no nearer it by night than in twelve or thirteen fathom.

When you come by the Eaſt end of St. *Martens* Iſland, and are bound to *Rochel*, or elſe will anchor under the *Boſs*, bring the great Tower of *Rochel* a Ships length without the *Boſs*, ſo you can take no hurt of the *Laverdine*.

You may anchor under the *Boſs* in five or ſix fathom, ſoft ground, ſo that the Point do lie North from you. Or elſe if you will anchor under the Abby of St. *Martens* Iſland, then run in upon the foreſaid marks ſo long, until that the foreſaid Abby come without the ſouth Point of the ſame Iſlands; ſail then right with it, and then you ſhall leave the *Laverdyne* far enough on the Larbour-ſide of you. And being come near the Abby, anchor a little to the eaſtwards of it in five, ſix, or ſeven fathom; there is the Road for Ships that are bound out.

Burnt-Iſland.

VVhen you go into *Porthus*, and will ſail to *Burnt*-Iſland, then run in (as before is ſaid) until you come near the eaſt end of St. *Martens* Iſland: thence the courſe is S. E. by E. or from the *Boſs*, South, or South by Eaſt; or with a weſterly wind, South by Weſt unto that Iſland.

When you ſail ſo near *Burnt-Iſland* that the Tower of *Voorn*, or the *Four*, cometh over the *Burnt-Iſland*, there you may caſt your Ballaſt over-board; it is there twelve fathom deep.

If you muſt turn to and again with a ſoutherly wind from the *Boſs* to the *Burnt-Iſland*, or from *Burnt-Iſland* to the *Boſs*, then come not too near the Land of *Rochel*; there lie divers ſtony Banks alongſt the Land, a good ways from the ſhore, whereof you muſt take heed. When *Rochel* is hidden behind the ſouth Point, which lieth over againſt the Creek, there lieth a ſtony Bank, upon which remaineth not a fathom of water.

If you will ſail into the River of *Sherrant*, then run about to the ſouthwards of *Burnt-Iſland*; you may alſo ſail about to the northwards of it, and ſail in by the Tower of *Voorn* or *Four*. At low-water this River ebbeth dry at leaſt four leagues within the Land.

To ſail from *Burnt-Iſland* to *Burwage*, you muſt ſail S. S. E. and keep the little Tower of *Heers* to the weſtwards of the Wood, ſo long until the Tower of *Voorn*, or *le Four*, come over the little red tiled Houſe that ſtands upon the ſouth ſide of the River of *Sherrant*, ſail then in S. E. and by little and little S.E. by E. until that *Pront* (a Village that lieth upon the Strand) cometh to the northwards of *Soubiſe*; when as then *Soubiſe* cometh within the foreſaid Village, and the Mill above the Village, then you ſhall be againſt the Point of *Oyſterbank*; go then in alongſt S.E. by South, and bring that outermoſt little Tower of *Heers*, over the outermoſt ſandy Plate, where the Gallows ſtands; keep them ſo ſtanding, and ſail in S. S. E. when the little Tower of *Heers* cometh to the eaſt-ſide of the Valley, which is in the Wood, then keep that ſharp little Tower right over the eaſt-ſide of the Valley of the Wood, and ſail ſo into the Creek, or River of *Burwage*.

Oyſter-Bank.

At *Burwage* was wont not to ſtand a Houſe, where now is a ſtrong fair Town, being builded ſo within 70 or 80 years paſt.

The *Banniard* lieth alongſt the Land of *Oleron*, and lieth until within *Burnt-Iſland*; at low water it is uncovered, and the tail of it lieth far to the northwards. If you ſhould turn out from the Creek towards the *Burnt-Iſland*, then bring the Tower of *Rochel* not without the *Burnt-Iſland* before you come thwart of it, becauſe of the *Baniard*, and then you ſhall take no hurt of it.

At the ſouth end of *Oleron*, betwixt *Oleron* and the Land to the ſouthwards of it, is yet another Channel, where you may ſail in and out, called the *Mammeſound*; deep enough for great Ships; it lieth in from out of the Sea Eaſt by North; being come within, there runneth up a River S. E. towards *Sales*, where men do lade *Salt*: being paſt that, to the other Point of the *Mamme ſound*, lieth a place, whereof men run to the northwards upon theſe Marks; You muſt keep the Mill that ſtandeth upon the Lands of *Oleron* over the Trees (and ſo you ſhall run to the northward) of the Plate, there is the Road for them that will lade Salt at *Oleron*.

Mamme-ſound.

But if you will run in through, and out again, then you muſt ſail ſo far to the eaſtwards, until that *Sales* come over the Trees, which ſtand within *Merven*, for to avoid the tail or Riff that ſhooteth off from *Oleron*: When *Sales* cometh over the Trees, ſail then North by Weſt on the *Burnt-Iſland*, but bring *Duke Charles Tower* to the ſouthwards of the *Burnt-Iſland*, for not to ſail within the *Banniard*. When the little Tower of *Heers* cometh to the Wood, keep it then ſo ſtanding, until *Rochel* cometh over the north-ſide of the *Burnt-Iſland*, ſail then out at the *Portrush*. There ſhooteth off alſo a Riff from the Weſt end of St. *Martens* Iſland, whereof you muſt take heed.

Riff at S Martens Iſland.

About South, or a little more weſterly, 13 Leagues from the Iſland *Uſe*, S. W. by Weſt from the Iſland St. *Martens*, and W. N. W. or ſomewhat more northerly from the River of *Bordeaux*, lie the Rocks of *Rockdon*, or *Rochebon*, of ſome called *Urkamia*, in form of a Trevet. The ſouthermoſt of three is the ſhoaleſt, whereupon remaineth at low-water about two fathom depth: At the S. E. ſide the ground is black little ſtones, and at the N. E. ſide white ſand, but you may not come near them, by your Lead ſound by them.

Rock of Rochbo

A little to the weſtwards, not far from the foreſaid Rocks, lieth yet another Rock, whereupon is at low-water five fathom; nevertheleſs with a ſtorm the Sea breaketh terribly upon it.

Of the Tydes and ſetting of the Currents:

Upon all theſe aforeſaid places, as likewiſe over the whole bending of the *French* Coaſt, as alſo before the River of *Burdeaux*, a S. W. and N. E. Moon maketh the higheſt water.

Of the Depths about theſe Places; and in what Depths you may ſee the Land.

Bell-Iſle you may ſee upon the Deck in 55, but in the top in 60 fathom.

Without *Uſe* it is 35 fathom deep, and then you may ſee the Land upon the Deck; when it is clear weather you may ſee it in 60 fathom.

W. S. W. from *Uſe*, about nine leagues, you ſhall find 45 and 46 fathom; the ground is full of fine ſmall ſtones as great as courſe ſand, and very ſteep.

The Land of *Olon* you may ſee it upon the Deck in 25 and 30 fathom.

St. *Martens* Iſland, and the north end of *Oloron*, you

may

may ſee in 28 and 30 fathom. When you get ſight of St. *Martens* Iſland, you ſhall ſee upon it a high Tower, with a high Houſe, and upon the ſtrand a Mill, with four or five high ſand-hills. Upon *Oleron* you ſhall ſee a high ſpire Tower upon a red Point, where you ſhall ſee ſome Trees ſtand over it, and to the ſouthwards of it, is at two or three places ragged Sand-hills.

How theſe Lands do lie one from the other, and from other Lands.

From *Bell-Iſle* to the River of *Bordeaux*, S. E. ſomewhat ſoutherly, 47 Leagues.
From *Bell-Iſle* to St. *Sebaſtians*, S. S. E. ſoutherly, 75 Leagues.
From *Bell-Iſle* to St. *Andero*, South, 71 Leagues.
From *Bell-Iſle* to *Cape de Pinas*, or *Tores*, S. S. *W.* ſomewhat weſterly, 76 Leagues.
From *Bell-Iſle* to *Cape de Ortegal*, S. *W.* 88 Leagues.
From *Bell-Iſle* to *Cape de Finiſterre*, S. W. 121 Leagues.
From the Eaſt Point of the *Cardinal*, to *Croſwyck*, E. N. E. 7 L.
From the Point of *Creſwyck* to *Pierre-Perce*, E. S. E. 4 Leagues.
From the *Cardinal* to *Old-downs*, E. N. E. 7 Leagues.
From the North Point of the River of *Nants* to the *Picqueliers*, N. N. E. 7 Leagues.
From *Pierremen* to *Armentiers* W. S. W. 2 Leagues.
From *Armentiers* or *Picqueliers* to the weſt end of *Uſe*, South by Eaſt, and *S. S.* E. at leaſt 7 Leagues.
From the Eaſt end of *Bell-Iſle* to *Uſe*, S. E. eaſterly, 16 Leagues.
From *Uſe* to the Barges of *Olone*, Eaſt by South, 7 Leagues.
From *Uſe* to the *Killiats*, or St. *Martens* Iſland E. S. E. 12 or 13 Leagues.
From *Uſe* to *Cape de Pinas S.* W. by *S.* 75 Leagues.
From *Uſe* to *Cape de Ortegal*, South-weſt by Weſt, 93 Leagues.
From *Uſe* to *Portruſh*, or the Band of *Oleron*, the courſe is S. E. by Eaſt, 15 or 16 Leagues.
From the Band or Cragh of *Oleron* to the Tower of *Cordan*, S. S. E. and South by Eaſt, 14 or 15 Leagues.
From St. *Martens-Iſland* to the Tower *Cordan*, or the River of *Bordeaux*, S. S. E. 16 Leagues.
From St. *Martens* Iſland to *Cape de Pinas* S. W. ſomewhat weſterly, 80 Leagues.
From St. *Martens* Iſland to *Ortegal*, W. S. *W.* ſomewhat ſoutherly, 99 Leagues.

Latitudes.

	deg.	min.
The Iſland *Uſe* lieth in	46	44
The North Point of *Oleron* lieth in	46	10

CHAP. XII.

A Deſcription of the Coaſts of FRANCE *and* BISCAIA, *from the River of* Bordeaux *to St.* Sebaſtians.

FRom the Band or Crag of *Oleron* to the Tower of *Cordan*, or the *Pole-head*, or the Mouth of the River of *Bourdeaux*, called the *Garrone*, the Land lieth S. S. E. and South by Eaſt, 13 Leagues.

To the northwards of the Mouth of the River of *Bordeaux*, lie five or ſix high white Sand-hills, but to the ſouthwards of it, it is ſomewhat low Land, black little Sand-hills, being grown with ſpiry Graſs.

Piper

From the Tower of *Cordan*, off to the northwards, towards the high Sand-hills, which lie upon the North Land, lieth a Sand-bank, called the *Piper*; you may ſound alongſt by it on the weſt-ſide in ſeven fathom; but upon the north-end it is very ſteep, and not far off it is twenty fathom.

To Sail into the River of Bordeaux.

Northern and Southern Aſſes.

From the North Point of the River runneth off to the ſouthwards a Sand called the *Northern Aſſes*, and to the ſouthwards of it lieth another Sand called the *Southern Aſſes*; through betwixt them both, and alſo alongſt to the ſouthwards of them, you may ſail into the River of *Bordeaux*.

If you will ſail into the River, coming from the northwards, then you may run alongſt by the ſhoal in twelve or thirteen fathom, until the Tower of *Cordan* bear S. E. by E. from you; run then right in with it, through betwixt the northern and ſouthern *Aſſes*, until the high white Sand-hill upon the North Point of the River, bear N. N. E. from you: you may ſo (coming from the northwards) run in alſo about by the Northern *Aſſes*, by your Lead, until the Tower come to be S. S. E. and S. E. by South from you, then go towards the Tower; and when the foreſaid high Sand-hill comes to be N. N. E. or N. E. by North from you, ſail then right in with it until you have the ſounding of the Land; run then in alongſt by it, towards *Meſſie*, that is the Point where all the Mills ſtand.

Royan.

When you ſhall ſail thus towards the high Sand-hill, and that the Tower of *Saulack* cometh a great fathom to the northwards of the Tower of *Cordan*, and the little Mill of *Royan*, then are you alſo paſt the *Piper*, and may run in right Eaſt without fear towards *Royan*, but you muſt reckon well your Tide, for the Flood ſetteth thwart over the *Aſſes* towards the Tower of *Cordan*, and the Ebb the contrary.

In this foreſaid Channel, through betwixt the *Aſſes* remaineth, at low-water, three fathom water upon the ſhoals.

To ſail into the River alongſt to the ſouthwards of the *Aſſes*, coming from the northwards (that is the beſt Channel) you muſt do thus; bring the Tower of *Soulack* Eaſt from you, or ſomewhat more northerly, and ſail in ſo right with it, until the Tower of *Cordan* be North by Eaſt, and N. N. E. from you, *Royan* ſhall then bear N. E. from you: Or elſe, if you come from the ſouthwards, then bring the Tower of *Cordan* North by Eaſt, and N. N. E. from you, and ſail in ſo right with it, until *Soulack* come to be Eaſt from you, *Royan* ſhall then ſtand N. E. from you; ſail then right towards it, and coming near it, ſail to the Point of *Meſſie*.

Chaſtillion.
Pouliack.

When you are now within the Rivers Mouth, and come right againſt the Point of *Meſſie*, that is the Point where the Mills ſtand upon; then edge over towards the broken Caſtle called *Chaſtillion*, South Eaſt by South, that is, eight Leagues from *Maſſie*, and then forth in alongſt by the ſouth-Land, S. E. into *Pouliack*, which is two great Leagues.

In the Fair-way, Betwixt the *Piper* and the Point with the Mills, or *Meſſie*, it is 10, 11, and 12 fathom deep; but out of the Fair-way, either on the North ſide or South ſide, it is ſhoaly, to wit, 5, 6, 7, and 8 fathom; you muſt run alongſt cloſe by the Point of *Meſſie*, there is 22 fathom deep.

When-as that *Royan* cometh to the Weſt Point, whereupon the Mills ſtand, keep it ſo ſtanding, and go away S. E. by S. towards *Chaſtillion*; it is in this Fair-way almoſt alongſt five fathom deep, but coming near the north or ſouth ſide, it is ſhoaly, and at the north ſide it is full of Sands, where alſo Men may well ſail through that are acquainted.

From *Chaſtillion* to *Pouliack*, it is two great Leagues S. E. the courſe is, as before is ſaid, it is there 4, 5, 6, and 7 fathom deep.

Over againſt *Pouliack*, in the midſt of the River, lieth a little Iſland to the eaſtwards, you muſt run about it, right in with *Bloy*; but there you muſt go over with Tyde, for it is at low water but a little more than one fathom deep.

When you are before *Pouliack*, and will ſail to *Bloy*, then let the water firſt flow an hour, and then you may well go over with a Ship that draweth nine or ten foot water.

The marks to ſail alongſt in the deepeſt water of this Reach, are theſe; There ſtandeth a Mill half ways betwixt *Bloy* and *Rocktaw*; keep that without the new Wall of *Bloy*, and then you ſhall run in the deepeſt of the Channel.

Bloy.

Before *Bloy* it is again three or four fathom deep; run then alongſt by the North Land in 3, 4, and 5 fathom.

The Pace.

When you come before the River, which lieth up to the eaſtwards, called *Dordoign*, then ſail firſt right with the midſt of the ſecond Iſland, and leave it on the Starboard-ſide, and go indifferent near alongſt by it, until you be over againſt or paſt the Gallows, which ſtandeth upon the Eaſt Point of the River; and then again alongſt by the North Land unto the four little Houſes. From thence you muſt edge over to the high Tower of *Dublot* or *Pigeonhouſe*; coming thwart of it you muſt preſently edge over again to the Eaſt ſide, to the Higth near *Lermond*; in that edging over, you ſhall run thro' betwixt a ſtone Bank, on the Larboard-ſide, and a ſhoal Sand-plate on the Starboard-ſide, over a Bank called the *Pace*, which is the ſhoaleſt of all the River; there remaineth at low-

water

Water a little leſs than a Fathom. Being come over the *Pace* to the Eaſt ſide, go then in alongſt by the Eaſt ſhore, untill you be paſt *Lermond*; then Sail again over to the Weſt ſide, right with the Houſes of Charter-houſe, and then in all alongſt by the Weſt ſhore, untill you come before the Town of *Bordeaux*; in that crooked Reach, betwixt *Lermond* and *Charterhouſe*, it is 5, 6, and 7, Fathom deep, and before the Town 4 and 5 Fathom.

When you will Sail out of the River of *Bordeaux*, you muſt ſtay at *Royan* untill they have good Weather; and a fore ebb to run out with: In running out, keep the high Sand-Hill N. N. E. from you, ſo long untill that the Tower of *Cordon* be S. E. by E. from you, then you may Sail out through the *Aſſes*, N. W. by W. into Sea.

From *Cordan*, or the River of *Bordeaux*, unto *Arcachon*, the Coaſt lieth S. and N. 20 Leagues; it is all low Sandy Land; betwixt them both lieth a Tide Haven, called *Anchiſes*, you may go in there well at high Water with great Ships.

To Sail into the River of Arcaſon.

Arcaſon. Before the Haven of *Arcachon*, or *Arcaſon*, lie three Shoals; you may Sail into the Northwards of them, and alſo into the Southwards of them: The Northern entry goeth in betwixt the North Point, and the Northermoſt Shoal, but it is narrow and not deep. The Southern entry lieth to the Southwards of all the Shoals by the Southern Point, in betwixt two ſhoaly Sand-Banks, whereof the one lieth off from the Southermoſt Shoal, and the other from the South Point of the Main Land, S. W. by W. into the Sea.

The Land to the Northwards of this Haven is altogether ſomewhat low Sandy Land, without Trees; but to the Southwards of it, they are all ſomewhat high Sand-Hills, without Trees alſo; but coming before the Havens Mouth, you ſhall ſee, within in the Land, many Trees.

When you come out of the Sea, either from the Northwards or the Southwards, near about this Havens Mouth, you ſhall eaſily eſpy the foreſaid Banks on both ſides of the Southern entry, by the breaking of the Sea, and you may borrow of them by your Lead, as near as you pleaſe, they are very clean and flat. Upon the Sand-Hills, within the Havens Mouth, ſtands two great high Maſts.

If you will Sail in there, then bring the two Maſts one in the other, and then they ſhall bear N. E. by E. from you; keep them one in the other, and Sail in ſo right with them, and you ſhall ſo Sail in betwixt the two foreſaid Banks, and at low Water you ſhall not find leſs than two Fathom Water; but at high Water you ſhall have five and a half, and ſix Fathom Water; go in ſo upon the Marks, untill you come within the ſhoals, and to the end of the ſhoal, on the Larboard ſide. Being gotten in within it, you muſt luff up about by it, and go then on North, untill you come to the Point, which you ſhall ſee on the Starboard-ſide, but give that a Birth, becauſe there runneth off a Tail; there is in that Reach no leſs than 10, 11, or 12 Fathom deep. Being come about that Point, you may then Sail in cloſe alongſt by the Land on the Starboard-ſide, which lieth E. S. E. or you may Anchor there in 16, 15, 12, and 10 Fathom, or further in about the ſecond Point in two and three Fathom. Over againſt the firſt Point, on the North-ſide, it Ebbeth very far dry, a great ways within.

Bayone. From *Arcaſon* to *Bayone*, the Coaſt lieth South and North 16 or 17 Leagues. The Rivers Mouth of *Bayone* lieth in betwixt two plain Strands E. S. E. and E. by S. and ſometimes more Eaſterly or Northerly, by reaſon of the ſhifting and altering of the Sands before the Rivers Mouth.

Upon the Land on the South-ſide of the Channel, ſtand two Maſts, theſe you muſt keep one in the other, or the innermoſt a little to the Northwards of the outermoſt, and run ſo in over the Bar or ſhoaleſt place, untill you come againſt the South Point, and then in alongſt by it.

Upon the foreſaid Bar, is at high Water and Spring Tides, at leaſt three Fathom; with an ordinary Tide two Fathom and a half, but at low Water no more than three Foot.

When you come about the Point, you muſt Sail up to the Southwards, keeping about the middle of the Channel alongſt the River, or rather neareſt the Weſt ſide, for to avoid ſome foul Grounds and Shoals that lie on the Eaſt-ſide, and Anchor before the Town in four, five, or ſix Fathom. This Bar and this River is Pilots Water.

A little within this Bar, on the North-ſide of the River, lieth up to the Northwards a great Water within, of ſeven Leagues long, and falleth out into the Sea by *Cabritton*.

Alongſt that great Water, the Ships were wont to Sail up to *Bayone*, but it is now upon the South end, at the River of *Bayone*; almoſt altogether paled too, ſo that there can but ſmall Barques go through, for to keep the better, the Bar of *Bayone* deep with ſcouring through of the Water.

From the Bar of *Bayone* to St. *John de Luz*, the Courſe is S. by W. four Leagues; there is a fair Bay, where you may ride in five, ſix, ſeven, or eight Fathom, according as they will lie far in, in clean Sandy Ground; at the end of the Bay is a little Tide Haven, whereupon lieth the Town on the Weſt-ſide. At high Water, and with an ordinary Tide, there cometh nine Foot, but with a Spring, twelve Foot Water; at low Water it Ebbeth altogether dry, ſo that you may go over there with dry Feet. A little within the Weſt Point of the Bay is alſo a little Dock, where there is a Foot Water more than in the foreſaid Tide Haven, but it falleth alſo dry at low Water. St. Jo de Lu

This Bay is very eaſie to be known by theſe Marks that hereafter are written: It lieth right in the Bight; to the Eaſtwards of it lieth the Land North by Eaſt towards *Bayone*, and to the Weſtwards of it, the Land falleth away S. W. by W. and S. W. towards *Fonteravia*. Upon the Eaſt Point of the Bay, ſtandeth a white fair Tower, which you may ſee far off, eſpecially when the Sun ſhineth upon it, then it ſhineth very white, more than the other Land. Upon the Weſt Point ſtandeth a flat white Houſe a little ways upon the high Land; to the Weſtwards of the Bay it is upon the Sea ſide gray and blewiſh Land. Alſo the high Hill of St. *John de Luz*, is a good Mark for to know this Bay, which remaineth in Sailing in, lying ſomewhat to the Eaſt-wards, or on the Larboard-ſide. This foreſaid Hill of St. *John de Luz*, ſheweth it ſelf out in height above all other Hills thereabouts, and thereby is very eaſie to be known; above upon the top it is ſomewhat flat, as is demonſtrated in the riſing of the Land. Upon this foreſaid Hill ſtandeth a Chappel, from whence you may ſee into four Kingdoms, *France*, *Spain*, *Navarre*, and *Arragon*.

About two Leagues S. W. and S. W. by W. from St. *John de Luz*, lie the Rocks called the *Pignons* of St. *Anna*, not far from Land; a League to the Weſtwards of them, lieth the Bay of *Fonteravia*, being a fair Bay. Pignon St. An

At the Weſt Point of the Bay lieth the Cape *Figure*, an high Point, upon it ſtandeth a Caſtle, and to the Southwards of it a little Chappel. At the Point of this Cape lieth a Rock a little ways from it, but the Sea cannot run through betwixt them, except it be with very high Floods; it breaketh a little through. At the Eaſt-ſide of this Bay lie two high Rocks, and thwart of them lie alſo ſome low Rocks a good ways off from the Land. For to avoid them, You muſt Sail in by the Weſt Point for to come into this Bay; and being within it, you may Anchor in eight or nine Fathom, but ſo that the foreſaid great Rock, at Cape *Figure*, bear N. N. W. from you, there you lie in fair Sandy Ground, and Landlockt for a N. W. Wind. The *Croonenbrough*, lieth about half ways betwixt St. *John de Luz*, and this foreſaid Bay of *Fonteravia*.

A little League to the Weſtwards of *Cape de Figuer*, lieth *Paſſage* alſo, a fair Haven. At the Weſt ſide of the Havens Mouth, which is very narrow, lieth a round Rock, ſo that it is bad to come in there with an ebb, but with a flood it is better; without it is very clean, without any ſhoal or foul Grounds, but only the foreſaid round Rock. The Town lieth a little within the Haven on the Weſt-ſide, where you may lie before it in ſeven Fathom. Paſſage.

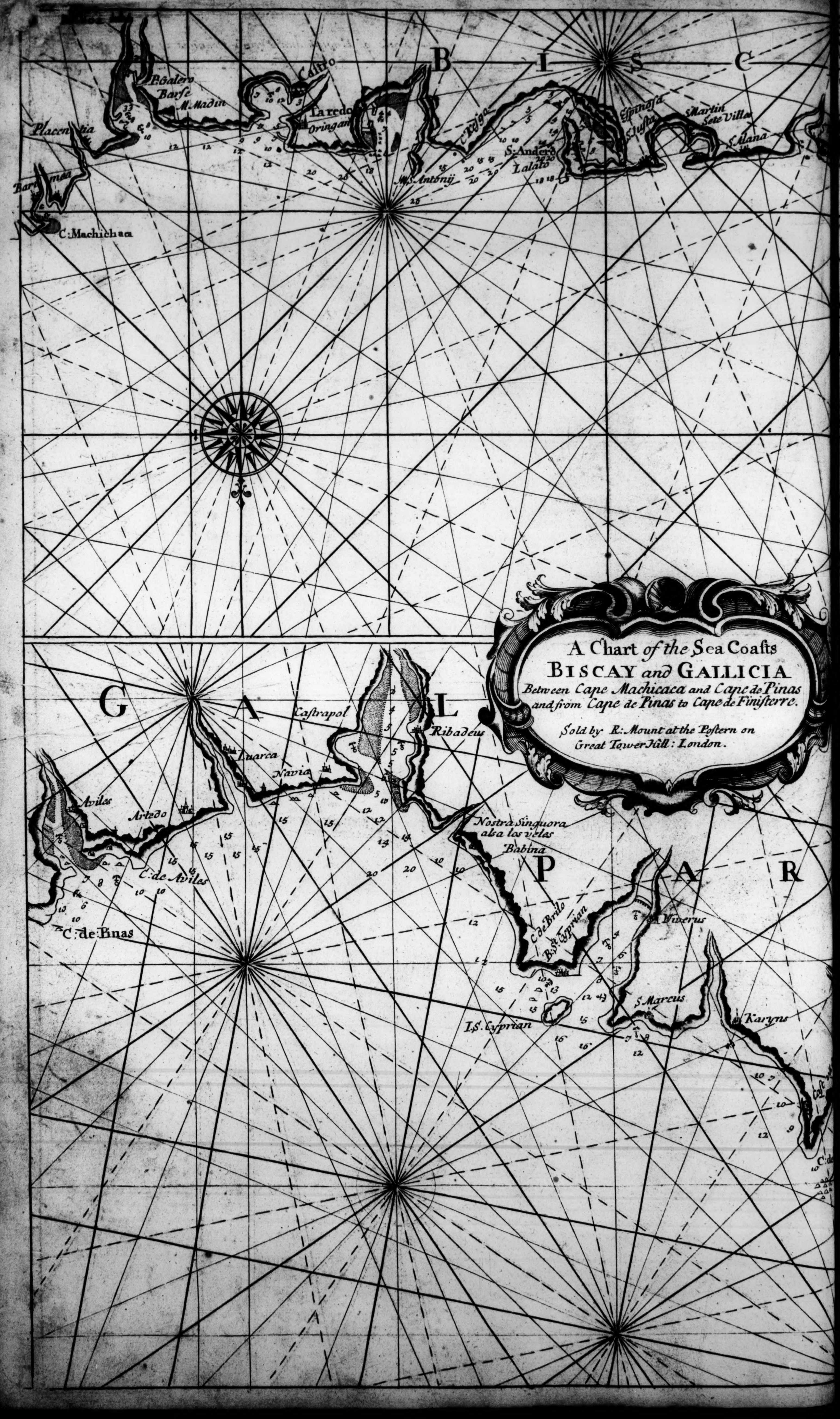
Two great Leagues to the Weſtwards of *Paſſage*, lieth St. *Sebaſtians*; betwixt both is alſo a Sand Bay in a Bight, where there goeth up into the Land a ſhoal little River, where come in many Barks. St. Sebaſtians.

The Haven of St. *Sebaſtians* is eaſie to come into, you may run in there betwixt two little Caſtles, whereof the Eaſtermoſt is the greateſt, ſtanding upon a high Hill. The Weſtermoſt is a little ſquare Tower, and lieth upon a little Iſland or Rock. In the Havens Mouth, being narrow, betwixt the two foreſaid little Caſtles, lieth a Rock, which at low Water is ſix Fathom deep; and when it is a Storm out of the Sea, it breaketh always upon it, and lieth neareſt the Eaſt Land, by the Weſt Land it is ten Fathom deep.

Now for to avoid the foreſaid Rock in coming in, there cometh an Abbey to the Eaſtwards of the Weſtermoſt Iſland, and a little Tower. If you keep them one in the other, then you run unto the Eaſtwards of it.

For to Anchor without St. *Sebaſtians* in the Road, you muſt keep the high Hill which lieth upon the Point of Cape *Figure*, without the foreſaid Eaſtermoſt Caſtle, there you may Anchor; but if the ſame come to be hidden behind the Caſtle or Iſland, then you may not Anchor in the Road of St. *Sebaſtians*. When you are come through the narrow, within the Rock and the Caſtles, then you may Anchor at the Eaſt-ſide under the great Caſtle, there is the beſt Road. Within the fore-

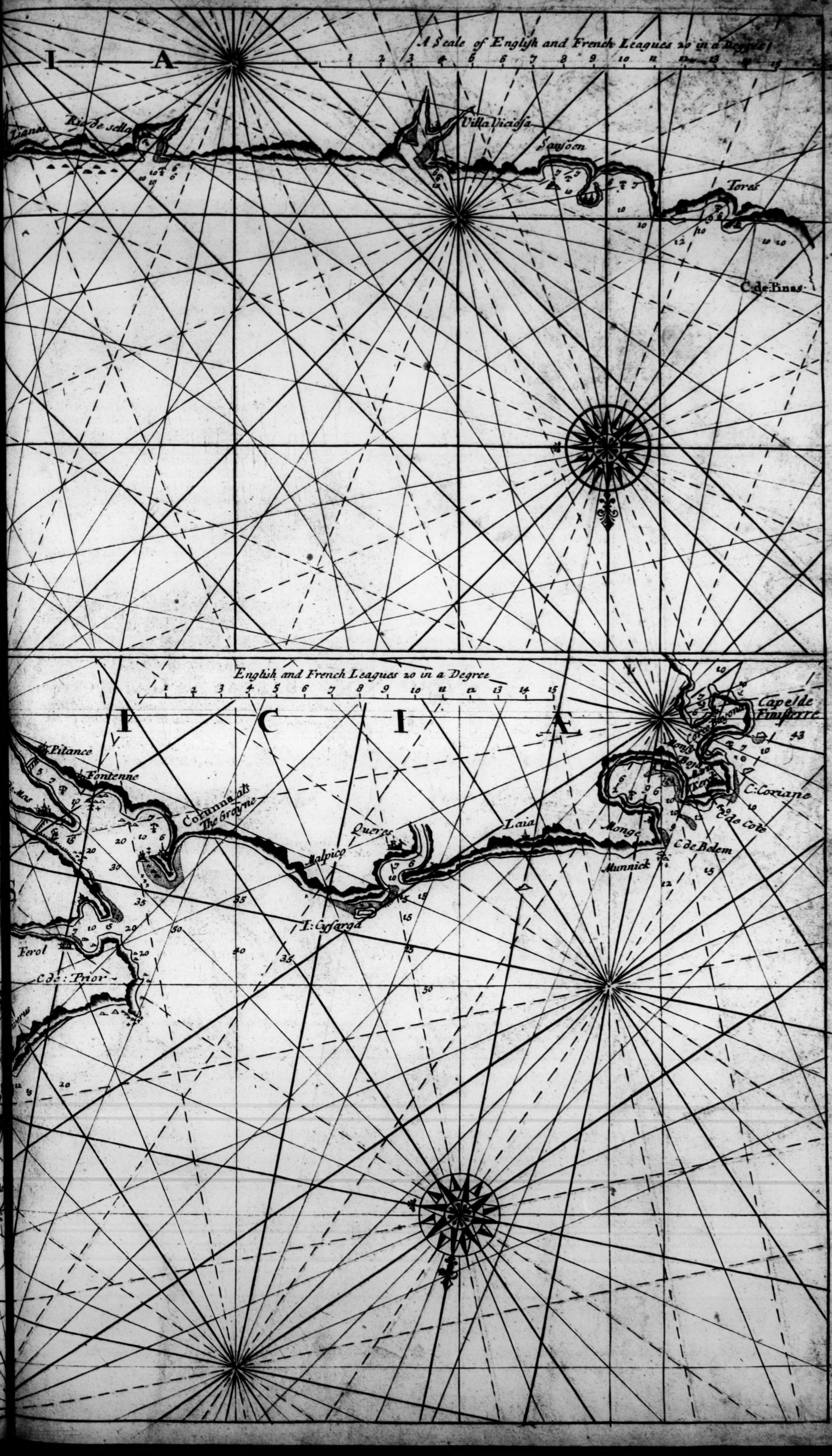
ſaid



B I S C
Caſtro
P. Galero
Barſe
M. Madin
Laredo
Oringan
Placenncia
Barmea
C: Machichaca
M. S. Antonij
C. Keſgo
S: Andero
Lalato
Eſpinoſa
S. Juſta
S. Martin
Sete Villas
S. Alana
G A L
Caſtrapol
Ribadeus
Luarca
Navia
Aviles
Artedo
C: de Aviles
C: de Pinas
Noſtra Singuora
alsa los velas
Babina
P A R
C. de Brilo
B: St. Cyprian
Viverus
S. Marcus
I. S. Cyprian
Karyns
Caſt
C: de

A Chart of the Sea Coaſts
BISCAY and GALLICIA
Between Cape Machicaca and Cape de Pinas
and from Cape de Pinas to Cape de Finiſterre.

Sold by R: Mount at the Poſtern on
Great Tower Hill: London.


I A
A Scale of English and French Leagues 20 in a Degree
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Lianas
Rio de sella
Villa Vicioſa
Sanjoen
Tores
C. de Pinas
English and French Leagues 20 in a Degree
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
I C I A
Pitance
Fontenne
Corunna als The Groyne
Ferol
C de : Prior
Malpico
Queres
I: Cyſarga
Laia
Monge
Munnick
C de Belem
Cape l de Finiſterre
C: Coriane
C de Cote
Corco Bayona
Monſy
Boja
Kera
43

BRITISH MUSEUM

ſaid Caſtle goeth up a little Water, you may go at low Water on Foot, from the Eaſtern Caſtle alongſt a high Strand upon the Main Land unto the Town, which lieth behind the foreſaid high Hill with the Caſtle, yet the Strand at high Water is covered ; it is a Bay, and within, before the Town, it is deep five, ſix, and ſeven Fathom ; at the Weſt ſide, under the little Iſland, you may not Anchor, becauſe it is flat and and ſhoal there.

He that will go forth from thence into St. *Sebaſtians*, let him run in, keeping the middle Channel, betwixt the two Iſlands, and let him leave the little Iſland, whereupon the Chappel ſtandeth, on the Starboard-ſide, running in ſo right againſt the firſt or the ſecond Wall of the Town, and Anchor there; the Boats or Shallops ſhall come aboard of him, and help him into the Haven betwixt the Wall.

A League to the Weſtwards of St. *Sebaſtians*, lieth a Sandbay, where you may Anchor as deep and as ſhallow as you pleaſe.

Of the Tides and ſetting of the Currents.

As on all the Coaſts of *France*, ſo alſo at the Mouth of the River of *Bordeaux*, a S. *W*. and N. E. Moon maketh high Water.

In the Haven of *Arcaſon*, a S. *W*. by *W*. and N. E. by E. Moon maketh high Water ; but the Flood runs almoſt an hour longer in, than the Water flows.

On all the places, and before all the Havens of theſe Coaſts, a S. W. and N. E. Moon maketh the higheſt Water; but within the Havens about a Point later, according as they lie deep within the Land, as on the Coaſts of *Britaign*, *Poictou*, and *Gaſcoign*. Men reckon here alſo no falling or ſetting of the Streams, but the Streams fall here thwart off and on.

Upon the Coaſt of *Biſcaia* we find no running of the Streams, but a S. E. and N. W. Moon maketh over all the Coaſts the higheſt Water, and within the Rivers a Point leſs.

Of the Depths.

The Land againſt the River of *Bordeaux*, you may ſee from the Poop in 30 Fathom ; and the Tower of *Cordan* in 27 Fathom.

Betwixt *Arcaſon* and St. *John de Luz*, you may ſee the Land in 30 Fathom ; when about *Bayone*, you ſhall ſee *Cabriton*, *Bayone*, *Bedert*, and St. *John de Luz*, almoſt al flat Towers.

Being before *Paſſage*, you may ſee alſo the Point Cape *Figuer*, and St. *Sebaſtians* ; the Land lieth in there with a great Bay.

About Cape *Figuer*, lieth a high Hill, which at the S. *W*. end is very ſteep, and goeth very long ſloping down towards the North.

When you are before St. *Sebaſtians*, 7 or 8 Leagues without the Land, then it riſeth ſomewhat long, and at the Weſt end ſteep and hollow ; but when you come cloſe by the Land, then it is very high and ſteep.

When you are 8 Leagues without St. *Sebaſtians*, then may you ſee the Eaſtermoſt or greateſt Caſtle upon the high Hill, and alſo the little Iſlands to the Weſtwards of it.

Courſes and Diſtances.

From *Cordan* to *Arcaſon*, South,	20 Leagues.
From *Arcaſon* to *Bayone*, South,	16 or 17 Leagues.
From the Tower *Cordan* to *Cape de Pinas*, *W*. S. *W*. ſomewhat Southerly,	75 Leagues.
From *Bayone* to St. *John de Luz*, S. by *W*.	4 Leagues.
From St. *John de Luz* to the *Pignons* of St. *Anna*, S. W. by W.	2 Leagues.
From St. *John de Luz* to St. *Sebaſtians*, Weſt,	8 Leagues.
From St. *Sebaſtians* to *Gateria*,	8 Leagues.
From *Bryone* to the *Seams*, N. *W*. ſomewhat Weſterly,	102 L.
From St. *Sebaſtians* to *Bell-Iſle*, N. N. *W*. ſomewhat Northerly,	75 Leagues.
From St. *Sebaſtians* to the *Seams*, N. *W*. by N.	102 Leagues.

The Courſes and Diſtances of the places one from the other, is declared in the Deſcription.

Latitudes.

	deg.	min.
The Tower of *Cordan* lieth in	45	36
Arcaſon in	44	40
Bayone lieth in	43	46

CHAP. XIII.

A Deſcription of the Coaſt of BISCAIA, *from St.* Sebaſtians *to the Iſland St.* Cyprian.

FROM St. *Sebaſtians* to *Cape de Martinchaco*, the Courſe is *W*. N. *W*. 13 Leagues. Betwixt them both lie the Roads *Gateria* and *Deva*.

Gateria. *Gateria* lieth from St. *Sebaſtians* *W*. by N. and *W*. N. *W*. diſtant ſeven Leagues, being a fair round Sandbay, where is good riding for Weſterly Winds ; you lie there within the Weſt Point right before the Town, in fair ſandy Ground; a North Wind cometh right from the Point. This Bay is commonly called *Kings-Haven*.

Alongſt the Coaſt of *Biſcaia*, betwixt St. *John de Luz* and *Gateria*, is every where clean Ground, and good Anchoring in 20 Fathom.

From *Gateria* to *Deva*, it is a League and half to the Weſtwards, which is an off Water that cometh out of the high Land.

Two Leagues to the Weſtwards lieth the Point of *Cape Martinchaco*.

About 13 Leagues *W*. N. *W*. from St. *Sebaſtians*, lieth the *Cape de Martinchaco* ; a little to the Weſtwards of it is a good Tide Haven, wherein lieth a little Town about a League within the Land, upon a River which cometh out of the high Land.

A little to the Weſtwards of *Cape de Martinchaco*, lieth a great Rock faſt to the Land, and a little to the Weſtwards of the ſame another, upon the Point called *Punte de Avillanes*.

Barmea. South Weſt by Weſt from *Martinchaco*, lieth the Haven of *Barmea*, a fair great Bay ; the Eaſtern Point is foul, therefore you muſt give it a good Birth, and run in alongſt by the Weſt ſide; when you are gotten in it is large enough, there you may Anchor where you will.

Placentia. To the Weſtwards of *Barmea* lieth alſo *Placentia*, upon a little River ; the Town lieth a little within the Land, theſe are all Tide Havens.

From *Cape de Martinchaco* to *Bilboa*, (where betwixt lie the foreſaid Havens of *Barmea* and *Placentia*) it is S. S. W. and S. W. by S. ſix Leagues.

From *Placentia* to Bilboa, it is two Leagues W. S. W. and W. by S.

Bilboa lieth upon a great River, alongſt which there cometh off much Iron ; it is a good Haven, but it lieth not far in, by reaſon of the Bar which lieth thwart over the Haven, where you muſt go in with high Water.

At the Eaſt Point of *Bilboa* ſhooteth off a Riff, which you muſt avoid ; there lie alſo ſome Rocks under Water ; it is a high ſteep Point, and is white to ſee to. Bilboa

Within the Riff that runneth off from the Point, you may Anchor in ſeven and eight Fathom, betwixt the Point and the Piere on the Eaſt ſide, there the Pilots come off, which bring up the Ships, and there you may lie Landlockt for a N. *W*. VVind. From this foreſaid Point or Road, to the Bar or Rivers Mouth of *Bilboa*, it is a League and a half S. by *W*. which lieth in by the Weſt ſhore ; there ſtand five or ſix Houſes upon the Weſt ſhore, when the two Weſtermoſt Houſes come one in the other, or when you may ſee through the two Eaſtermoſt Houſes, which ſtand within the Land, then are you upon the Bar or Shoal ; then go in South, and S. by E. right with the Caſtle *Portugaletto*, and alongſt cloſe by the Caſtle, and Anchor a little within the Caſtle for a Weſt Wind. But when you are before the Bay, the Pilots come off and bring you to the Town.

When you lie without in the Bay, then you may ſee Mount *Anthony* lie *W*. by N. from you.

From the Point of *Bilboa* to *Caſtro*, the Courſe is *Weſt* 5 Leagues, that is a good Haven for 6, 7, and 8 Fathom depth. The narrow of the Haven lieth in South, in 10 Fathom ; but further in the River, towards the Town, it is not deeper than 3 or 4 Fathom. ſtro

St. Anthony.

From *Bilboa* to the Hill of St. *Anthonies*, it is Weſt by North nine or ten leagues.

From *Caſtro* to *Laredo*, the courſe is Weſt, diſtant five leagues; upon the weſt ſide lieth the foreſaid Hill of St. *Anthonies*, which is a high Hill; you may ſail in cloſe alongſt by it, until they come about the Eaſt Point; within it is wide and broad, and a fit Haven for great Ships, there you may anchor in ſeven or eight fathom.

Sunken Rocks.

To the eaſtwards, over againſt the Hill of St. *Anthonies*, in the midſt of the Sound, lieth a range of Rocks under-water, where you may ſail in about it on both ſides, and may eaſily eſpy them, becauſe it doth always break upon them; within them is the Road for ordinary Ships, a little before the Haven which is built with a Wall; but the great Ships lie a little further off in ſix or ſeven fathom depth.

On the South ſide of the Haven is a little Tyde-haven, from the ſame there cometh a great Riff ſhooting off from the Eaſt ſide, towards the Hill of St. *Anthonies*, within it is two fathom water right before the Village; from the Village cometh a tail of Sand, lying thwart out; within it, at low-water, it is one fathom deep. In the midſt of the Sound it is nine fathom, and at the Point of St. *Anthonies* twenty fathom depth.

C. Keſgo

From St. *Anthonies* Hill to *Cape de Keſgo*, it is W. and W. by S. two leagues, that is a great Cape lying to the eaſtwards of St. *Andero*; thwart of it is clean ground.

St. Andero

From *Cape de Keſgo*, the weſt Point of St. *Andero*, it is W. by S. five leagues; a little to the ſouthwards of the Point of St. *Andero*, upon the Eaſt Point of *Sardinis*, is a Sand-bay, there is good anchoring in ten fathom.

From *Cape de Keſgo*, to the Haven of St. *Andero*, the courſe is W. S. W. diſtant two great leagues. St. *Andero* lieth within a Bay, there lieth an Iſland before the Haven, you may go about it on both ſides, it is eight and nine fathom deep; but to the ſouthwards of the Iſland it is five, ſix, and ſeven fathom deep, according as you will come near to the Strand; the Haven lieth in firſt W. N. W. The Iſland lieth a great league within the Bay; from the Eaſt Point of the Haven, unto the Weſt Point of the Land, it is South and North about a great league. St. *Anthonies* and the weſt Point of St. *Andero*, lie one from the other E. and W. about five leagues.

Laredo.

For to know the Land when you fall with it about *Laredo*, you muſt know that on the weſt ſide of the Haven of *Laredo*, lieth the Hill of St. *Anthonies*, which is a very high Hill, which you may ſee very far from the E. and W. and a little above the Town of *Laredo*, you may ſee alſo a ſharp Hill, like the point of a Diamond, or the Point of a two-hand Sword; further it is about *Laredo* very high double Land, two, three, and at ſome places four double. The *H*ill of St. *Anthonies* doth riſe in two high Hommocks, with a Valley or Saddle in the midſt; betwixt them both, within the Land, lie alſo two high Hills with ſharp tops. Above, and to the weſtwards of St. *Anthonies*, lieth a piece of Land judged to be about two Leagues long, which lieth in five miles, the eaſtermoſt is the loweſt, and riſe all higher and higher towards the Weſt, ſo that at the laſt to the weſtermoſt it is the higheſt, which goeth off ſomewhat flat downward towards the Weſt.

Bay of Port.

Betwixt the eaſtermoſt Hill and St. *Anthonies*, lieth a Bay about a League long, called the Bay of *Port*; you cannot ſee theſe foreſaid Hills when they are cloſe by the Land, but you muſt be a good ways off to Sea-wards.

To the weſtwards of theſe foreſaid Hills lieth another piece of Land, which at the eaſt-end is higheſt, and goeth ſloping off towards the weſt end, almoſt like *Portland*.

Betwixt that Point and the five foreſaid Hills, lieth another Sand-bay, whereabouts ſtand ſome little Houſes, but by it lie many Rocks and foul Grounds. Thereabouts, within the Land, lieth the foreſaid high round ſharp Hill, like the point of a Sword.

St. *Andero* hath but few Hills that are eaſie to be known, but when you are before the Haven, then you ſhall ſee, to the eaſtwards of the Town, a Caſtle upon a Hill like a Sugar-loaf, or a Haycock; and to the eaſtwards of it is much double Land of two and three heights double. But when you come about the *Cape de Keſgo*, then they ſhall ſee preſently the Caſtle upon the Weſt Land.

From St. *Andero* to *Cape de Pinas*, the courſe is Weſt, or a little more northerly 31 or 32 Leagues. Betwixt them both lie theſe Havens following.

St, Martin Settevilles.

Firſt, The Haven of St. *Martin*, or *Settevilles*, a Tide Haven, lying Eaſt and Weſt, four Leagues from St. *Andero*.

St. Vincent

From thence to St. *Vincent* alſo a Tide Haven, is five Leagues diſtant: The Haven goeth in on the Eaſt ſide: From the weſt ſide cometh ſhooting off a little Riff, and in the midſt of the Havens Mouth lieth a little Iſland, where you may go in on both ſides.

Lhances.

From St. *Vincent* to *Lhances*, a Tide Haven, the courſe is Weſt two or three Leagues. Upon the Weſt ſide of the Haven ſtandeth a little Church; and a little within the Haven, lieth a middle Plate or Sand, you muſt go in on the weſt ſide of the Sand; theſe are all narrow Havens, and but little known.

From *Lhances* to *Rio de Sella*, the courſe is Weſt, five or ſix Leagues; betwixt them both lie alongſt the Coaſt many Rocks, and within them many Sand-bays, where you for need may ſave Ships.

Rio de Sella.

He that will go into *Rio de Sella*, muſt look out for a Maſt which ſtands upon the Eaſt Land, cloſe by the ſame you muſt go in; the Weſt ſide is within foul; within the Maſt you muſt anchor before the Village; this is alſo a Tyde-haven.

Villa. Vicioſa.

From *Rio de Sella* to *Villa Vicioſa*, it is Weſt, nine Leagues; this is alſo a Tyde-haven, but is clean; the Havens Mouth lieth in S. S. E. and S. E. by South, cloſe alongſt by the Weſt Point of the Land; the Eaſt ſide is foul unto the midſt of the Haven; there lieth a Rock with a Plate right in the midſt of the Haven, which at low-water ebbeth dry; as ſoon as you are within that Rock, they muſt Anchor within the Rock upon the Weſt ſide lieth the Town, you may alſo ſail up to it; and anchor there in the ſhoal water.

Sanſon.

Six Leagues to the weſtwards of *Villa Vicioſa*, lieth the out-point of *Sanſon*; to the eaſtwards of it lieth a little Iſland, whereupon ſtandeth a little Tower.

Betwixt *Sanſon* and the aforeſaid little Iſland, is a good Road in ſix or ſeven fathom.

At the weſt ſide of *Sanſon* is alſo a good Road right before the little Haven of *Sanſon*, in ſix or ſeven fathom.

Gion.

To the weſtwards of *Sanſon* lieth *Gion*, with a Piere or Head that is paled off, under the which the Fiſhermen which dwell there lay their Barks.

Tores.

A great league to the weſtwards of *Gion*, lieth the Bay of *Tores*, a good Road for a S. W. and Weſt wind, in eight and nine fathom. Upon the Point ſtandeth a high Tower.

Three Leagues to the weſtwards of *Tores*, lieth *Cape de Pinas*, where many Rocks lie off to Seawards, at leaſt half a league off; ſome ſay that you may ſail through betwixt the Point and theſe Rocks.

Cape de Pinas.

From the *Cape de Pinas* lieth off a Range of Rocks, lying at leaſt half a League into the Sea; ſome ſay that you may ſail through betwixt the Point and theſe Rocks. But a little within, or to the weſtwards of *Cape de Pinas*, lieth a great Rock; betwixt that Rock and the Land you may ſail through.

When you are within *Cape de Pinas*, then lieth *Avilles*, three leagues from thence S. S. W. which is a good Tide-haven, where a great Ship may well go in at half flood; there is alſo a good Road before this Haven in ſix and ſeven fathom.

For to ſail in there, you muſt go in by the Eaſt Land; the Weſt Land is far off ſhoal; there ſtandeth a little Chappel upon the Eaſt Land, you muſt ſail in cloſe by it, and anchor a little ways within two Rocks that lie on the Eaſt ſide, a little within the Havens Mouth. The Town lieth a league further up. From the weſt Point runneth off a Riff, and lieth inwards alongſt the Haven, towards the Town, ſo that it is very ſhoal on both ſides.

On the weſt ſide, without the Haven in the Bight, lie two great Rocks right before the little Church in the Sand-bay, you may ſail round about them; but it is not very clean; but without the Rocks good Anchor-ground in ſeven or eight fathom, over againſt the little Church that ſtands againſt the high Land.

Avilles Luarca.

From *Avilles* to *Luarca* is ſix Leagues, and from *Luarca* to *Ribadeus*, W. S. W. ſix Leagues; and from *Avilles* to *Ribadeus*, S. W. by W. 12 leagues.

Ribadeus.

From the Eaſt Point of the Havens Mouth of *Ribadeus*, lieth off a Ledge or Riff of Rocks towards the weſt ſhore; you may ſound in about it in four fathom, or four fathom and a half: Or elſe if you keep the little Town *Caſtropol* even without the Point, ſo ſail right in with it, then you ſhall not come too near the foreſaid Ledge, but you ſhall ſail far enough to the weſtwards of it.

The VVeſt Point ſheweth it ſelf, when you come in out of the Sea, like an Iſland; upon it, at the North end, ſtandeth a flat Tower, almoſt like the Tower in the *Groyn*, but ~~not ſo~~ great. About thwart of that Tower lieth a ſunken Rock, a little ways from the Land, you muſt look out for it, and take heed of it; when there cometh in any great Sea, you can eaſily eſpy it by the breaking of the Sea upon it, but not with ſmooth water; at the very loweſt water it cometh even with the water.

The weſt ſhore is foul and rocky; there runneth off to the ſouthwards of the foreſaid Tower alſo a foul Ledge or Riff

of

of Rocks, at leaſt half ways over the Havens Mouth, and at the ſide of it you cannot uſe the Lead. VVhen you are paſt the Ledge or Riff that lieth off from the eaſt ſhore; you muſt run in about it, and edge in ſomewhat to the eaſt ſhore, and ſail in alongſt by it until you are paſt, or come to the end of the Ledge or Riff of Rocks which lieth off from the weſt ſhore, as ſoon as you ſhall be paſt it, you muſt loff up about it towards the weſt ſhore, for to give the eaſt ſhore (within the Havens Mouth) a Birth, which is a great ways within very flat or ſhoal, but on the weſt ſide it is deep water. There ſtands a little Tower on the weſt ſhore, a little within the Point, where the Riff lieth off, which you ſhall ſee when you are come within the weſt Point, and run alongſt by the Riff; when you get the little Tower weſt or thwart of you, then are you at the end of the Riff, then you muſt ſail towards that little Tower, until you come to the weſt ſhore, and run in alongſt by it, until you come before the Town, there you muſt lie with an Anchor to Seawards, and with a Cable faſt on the Rocks.

A little league to the weſtwards of *Ribadeus* lieth a Tide-haven, he that cometh from the Weſt alongſt by the ſhore thwart of it, ſhould think that to be the Haven of *Ribadeus*, but it is eaſie to diſcern from it by theſe Marks following. On both ſides of this Tide-haven are the Coaſts all high Land, but on both ſides of the Havens Mouth of *Ribadeus* it is low Land. Alſo there lieth a high ſharp Hill, and very eaſie to be known, which ariſeth out above all other Hills thereabouts, which may be known at leaſt ſeven or eight leagues off; upon it lie ſome heaps of ſtones appearing like little Houſes, when you have that Hill bear S. S. W. from you, ſail in ſo right with it then you ſhall be with the Land right before the Havens Mouth of *Ribadeus*.

North-weſt from *Ribadeus* about eight leagues lieth the *Cabo de Brilo*; a little to the weſtwards of it lieth the little Town *Viverus*.

To the weſtwards of the Bay of *Cyprian* (where you may anchor in ten fathom) lie two great high Rocks: W. N. W. from theſe Rocks, about half a League, lieth the Iſland St. *Cyprian*, right before the Haven of *Viverus*, whereby this Haven is eaſie to be known; you may ſail about on both ſides of this Iſland into the Haven of *Viverus*, in all alongſt in the middle of the Channel South, and South by VVeſt, until you come before the Town; being within, you may anchor where you pleaſe, either on the Eaſt or VVeſt ſide; it is there ſhoal water, of 5, 6, 7, and 8 fathom, according as you run far in.

Of the Tydes and ſetting of the Currents.

Upon the Coaſts of *Biſcaia*, we find no ſetting of Tydes, but a S. E. and N. W. Moon maketh upon the whole Coaſt the higheſt water; but within the Rivers, a Point later.

Courſes and Diſtances.

From St. *Sebaſtians* to *Gateria*, Weſt by North,	7 leagues.
From *Gateria* to *Cape Martinchaco*, Weſt by North,	5 leagues.
From *Cape Martinchaco* to *Caſtro*, W. S. W.	9 leagues.
From *Cape Martinchaco* to M. S. *Anthony*, Weſt by South	13 leagues.
From M. S. *Antony* to S. *Andero* or *Lalata*, Weſt by South,	4 leagues and a half.
From S. *Andero* to *Rio de Sella*, Weſt, ſomewhat ſoutherly,	16 leagues.
From *Rio de Sella* to *Cape do Pinas*, Weſt by North,	21 leagues.
From *Cape de Pinas* to *Avilles*, S. S. W.	3 leagues.
From *Luarca* to *Ribadeus*, W. S. W.	5 leagues.
From *Ribadeus* to *Cape de Brilo*, N. W.	8 leagues.
From *Cape de Brilo* to the Iſle St. *Cyprian*, North-weſt,	3 leagues.
From *Cape de Pinas* to *Ribadeus*, South-weſt by Weſt,	13 leagues
From *Cape Martinchaco* to *Arcaſon*, North-eaſt, eaſterly,	28 leagues.
From *Cape Martinchaco* to *Uſe*, North, eaſterly,	60 leagues.
From St. *Andero* to the *Seams*, N. N. W.	92 leagues.
From *Cape de Pinas* to the Tower of *Cordan*, E. N. E. and N. E. by Eaſt,	75 leagues.
From *Cape de Pinas* to *Perthus*, or St. *Martens* Iſland, N. E. eaſterly,	80 leagues.
From *Cape de Pinis* to *Bell-Iſle*, the courſe is N. N. E.	80 league.
From *Cape de Pinas* to the *Seams*,	81 leagues.
From *Cape de Pinas* to Cabo de *Veille* in *Ireland*, North by Weſt, weſterly,	170 leagues.
From *Cape de Pinas* to *Ortegal*, Weſt by North, weſterly	29 leagues

The Latitudes:

Bayone lieth in	43 deg. 46 min.
Cape Martinchaco lieth in	42 deg. 46 or 48 min.
Cape de Pinas lieth in	43 deg. 52 or 53 min.

The whole Coaſt of *Biſcaia*, betwixt *Cape de Pinas* and *Miartinchaco*, lieth in abour 43 deg. and 43, 44, or 45 min.

CHAP. XIV.

Deſcribing the Coaſts of GALISSIA *and* PORTUGAL, *between the Iſland of St.* Cyprian *and* Camina.

FRom the Havens of *Viverus*, or from the Iſland St. *Cyprian* to *Cape de Ortegal*, the courſe is Weſt by North nine leagues.

Betwixt both, a league to the weſtwards of *Viverus*, lieth a little Town of St. *Marcus* with a Bay; there you may anchor in ſeven or eight fathom, and ride for a S. S. VV. and VVeſt winds.

Two great leagues to the weſtwards of St. *Marcus*, lieth the River of *Caryns*; there is alſo good anchoring, and from thence forth unto the Caſtle of *Ortegal*, all the Coaſt alongſt it is every where clean.

From *Caryns* to *Ortegal*, the courſe is N. VV. five leagues.

Ortegal is a great Point lying out; to the eaſtwards of it you may lie Landlockt for a North-weſt, VV. S. VV. and South-wind; thwart of the Caſtle is the beſt Road, there men may anchor in eight or nine fathom. VVhen you come from the Eaſt of *Ortegal*, it is eaſie to be known, they ſhall ſee the Caſtle ſtand againſt the high Land.

C. Ortegal. About a league N. N. VV. into Sea from *Cape de Ortegal*, lieth a great Range of Rocks; betwixt them and the foreſaid Cape, you may ſail through in ten fathom.

From the *Cape Ortegal* to the *Cape Prior*, the courſe S. VV. ten leagues; betwixt them both lieth a Town called *Sedaira*, Siverus. by others *Siverus*, which hath a deep Haven lying in S. E. The North ſide of the Haven is rocky and foul, which you muſt avoid, and run cloſe in by the VVeſt Land, which is a high Land; alongſt by it is twelve fathom deep, within the Havens Mouth it is ten fathom deep, you may ſail in until you come before the Town, and anchor there in ſix or ſeven fathom.

Five leagues to the weſtwards of *Sedeira* lieth *Cape de Prior*, C. Prior. which is a very ragged Hill, to ſee to afar-off as if it were full of People.

Three leagues from *Cape de Prior* lieth the Haven of *Ferrol*; betwixt them both lie two little Sand-bays, the ſouthermoſt (wherein ſtand ſome little white Houſes) is the greateſt, and lieth a little to the northwards of the North Point of *Ferrol*; when you come near the Bay, the Haven beginneth to open it ſelf; it lieth E. N. E. and E. by N. in, amidſt the Channel betwixt two high Lands; when you come in, you muſt preſently edge up to the northwards by the North Point, and anchor there a little to the weſtwards of the Village, it is flat and rocky Ground.

To Sail into Ferol from the ſouthward.

When you come from the Weſt, or from the *Groyn*, and will ſail into the Haven of *Ferol*, then go away from the little Iſland, St. *Blaſius*, North, and North by Weſt, and run a good ways about without the South Point of *Ferol*, which is very foul and rocky, until you ſee the Haven open; go then yet ſo far to the northwards of the South Point, until the Haven do ſhut again, and run then right in with the foreſaid great Sand-bay, wherein ſtand two or three little white Houſes to the northwards of the Haven, until you be within the

South Point, and the foul grounds which lie off from it; ſail then right to the North Point of the Haven, and alongſt by it towards the ſouth ſide, until that Haven doth open it ſelf again, and run then (as before) in the middle of the Channel. This Haven is ſo narrow in the coming in, that you may caſt a ſtone upon the ſhore on both ſides, and in that narrow it is 20 fathom deep. When you are in the Havens Mouth, you may ſee through betwixt the Iſland *Ciſargo* and the main Land to the ſouthwards of it.

To Sail into the Groyne.

To ſail from *Ferol* to the *Groyn*, the Courſe is South, and South by Weſt three Leagues vvhen you come near the Weſt ſhore, you muſt give it a Birth, at leaſt four or five Cables length, becauſe it is not very clean. When you come by the Point where the Caſtle ſtandeth upon, you ſhall ſee then alſo a little Iſland with a little Houſe upon it; you may ſail alongſt by it, within half a Cables length, and run about by it up to the weſtwards, until you come before the Fiſhers Village, and anchor there in 6, 7, or 8 fathom.

From *Cape de Prior* to the *Groyn*, the courſe is South, and South by Weſt, five leagues.

Haven of Bitanze.

E. N. E. from the foreſaid Iſland where the Caſtle ſtands upon, goeth in a Sound S. E. five or ſix leagues within the Land, to *Bitanze*, where you may anchor on the Weſt ſide under a row of Rocks in ten or twelve fathom; alſo you may ſail ſo deep in, that you can ſee no Sea.

Ponte de Mas.

To the northwards of that Sound, over againſt the Point of the *Groyn*, lieth alſo another Haven or Sound, called *Ponte de Mas*; on the North ſide lieth a row of Rocks, where you run alongſt to the ſouthwards of them: you may alſo ſail there ſo deep in, that you can ſee no Sea. A good ways within lieth a great Bridge over the River.

He that cometh from the Weſt, off from the Iſland *Ciſarga*, and is bound into the *Groyn*, muſt give the North Point, or the Weſt Point of the *Groyn* (where the Tower ſtandeth) a Birth of four or five Cables length, as before; which Point is rocky and foul far from the ſhore, and run then E. S. E. and S. E. about by the Point, and afterwards S. S. E. unto the little Iſland with the Caſtle, and about by it, as is before ſaid.

Iſland Ciſarga.

The little Iſland *Ciſarga* is foul round about, and lieth from the Point of the *Groyn* due E. and W. diſtant ſeven or eight leagues; from the Haven of *Ferol* W. by S. from the *Cape Prior* W. S. W. and S. W. by W. and from *Cape de Ortegal* S. W. and S. W. by W. 18 or 19 leagues.

Queres.

From the Iſland *Ciſarga* S. by VV. and S. S. VV. lieth *Queres* a good Haven alſo for great Ships; the weſt ſhore is clean, but the eaſt ſhore is foul, therefore you may ſail along by the weſt ſhore; when you are betwixt the two Lands, then you muſt go in amidſt the Channel, unto the Point, and then run up to the weſtwards a great half league in, and anchor there in 7, 8, and 9 fathom.

Cape de Bylem.

From the Iſland *Ciſarga* S. VV. by VV. and VV. S. VV. twelve leagues, lieth the eaſt Point of *Monſie*, called *Cabo de Bylem*, which is the high ſteep Point, with many ragged Rocks lying off looſe from the Land, whereof the greateſt, being like a Tower, doth ſhew it ſelf black, and is called the *Monk*.

There lieth alſo a great range of Rocks right before the Haven or Sound of *Monſie*, S. VV. by *S.* from the *Monk*, at leaſt two or three Cables length long, but the innermoſt end of it lieth from the *Monk* S. by *W.* VVhen you ſail with the Land of *Monſie*, it is all double Land; about the *Cape de Finiſterre*, lieth a high white *Sand* lying in within the *Sand bay.*

Alſo coming about the *Cape de Finiſterre*, you may ſee a ragged Hill, which runneth along ſo far to the ſouthwards that it may be ſeen before the *Mores*.

Monſie.

He that is bound in for *Monſie*, coming in from *Ciſarga*, muſt go in cloſe alongſt by *Cape de Bylem*, or *Bellem*: This Point is altogether a ragged high ſharp Land of ſteep Rocks, as before is ſaid; and when you are by that Point, then you muſt keep *Cape de Coriane* a Ships length without *Cape de Koto*, ſo long until the Church of St. *Maria* come without the Point of *Monſie*; run then in at the Eaſtern Channel *S. S. E.* upon theſe marks, until you be paſt the Church, then you ſhall ſee a row of Rocks, run in behind and within them, and anchor there before the Village of *Monſie*, in five, ſix, or ſeven fathom. VVhen you ſail thus from *Cape de Bylem* to *Monſie*, then the Rocks (which lie in the midſt before the Haven) remain about an Engliſh mile to ſeawards on the weſt ſide of you.

Weſtern Channel of Monſie.

To ſail in at the weſtern Channel, you muſt go in E. *S.* E. indifferent near alongſt by the Land, and when the foreſaid Ladies Church cometh without the Point, then you muſt ſail towards the Rocks, which lie before *Monſie*, as is before ſaid, and anchor within the Rocks in 7 or 8 fathom, but run not too far in, becauſe there ſhooteth off a ſhoaly Riff alongſt the Haven, whereof you muſt take heed.

Eaſtern Channel of Monſie.

The Eaſtern Channel is better to come into, then the Weſtern Channel; ſail not into *Monſie* before you ſee the foreſaid Church without the Point; you may alſo anchor on the North ſide of the Haven in 5, 6, or 7 fathom.

To the ſouthwards of the Village of *Monſie*, is a Bay where the foreſaid Riff or Shoal lieth before, lying E. N. E. at leaſt two Cables length alongſt the Haven.

Our *Ladies* Church and the *Monk* lie one from the other North by Eaſt, and South by Weſt.

South-weſt from *Cape de Bellem*, three leagues, lieth *Cape de Coriane.*

Cape de Coriane.

From *Cape de Coriane* it is South and North three leagues, to *Cape de Finiſterre*; betwixt the two Capes is a Sandy-bay, where you may anchor to the eaſtwards of a great Rock in ſix or ſeven fathom. This is a great Bay, which goeth in far in to the Land. At the North ſide of this Bay lie Rocks under water, whereof you muſt take heed.

Seche. Corco Bayone.

About a league to the eaſtwards of *Cape de Finiſterre*, on the South ſide, lieth the Haven of *Seche* or *Corcovia*, and is called by ſome *Corco Bayone.* Betwixt this Haven and the Cape lie two Sand-bays, the firſt, or that which is next unto the Cape is the greateſt; and by the ſecond goeth in this Haven North, in eight or nine fathom. On the Eaſt ſide of the Haven lieth a great Rock, and about S. S. W. off from the Rock, almoſt in the midſt of the Haven, lieth a ſunken Rock under-water; but run in North, until you eſpie the Town on the Weſt ſide, and anchor there in ſix or ſeven fathom. Within upon the River lieth alſo a Village or little Tovvn about N. N. E. from you.

Mores.

From *Cape de Finiſterre* to the Haven of *Mores*, the courſe is S. E. five great leagues; when you come about the *Cape de Finiſterre*, you ſhall ſee a high ragged Hill vvhich runneth ſo far to the ſouthwards, that you may ſee it alſo before *Mores*, that is a good mark to know the Land by thereabouts.

When the foreſaid ragged Hill is N. E. from you, then are you thwart of *Cape de Fineſterre*; and then the Hill *Monte Lauro*, which lieth upon the North-eaſt Point of *Mores* lieth E. N. E. from you, that is a high cloven Hill, which is alſo eaſie to be known.

South-eaſt three little leagues from *Cape de Finiſterre* lieth a range of Rocks under-water; and E. S. E. about two leagues from theſe Rocks, lie alſo ſome Rocks above-water, a little to the northwards of *Monte Lauro*, or the Sound of *Mores*, and lieth from *Monte Lauro* Weſt by South.

Alſo there lie many Rocks to the ſouthwards of this Sound of *Mores*, and right in the midſt of the Sound lieth alſo a ſunken Rock about ſouth-eaſt off from *Monte Lauro.*

To ſail into Mores.

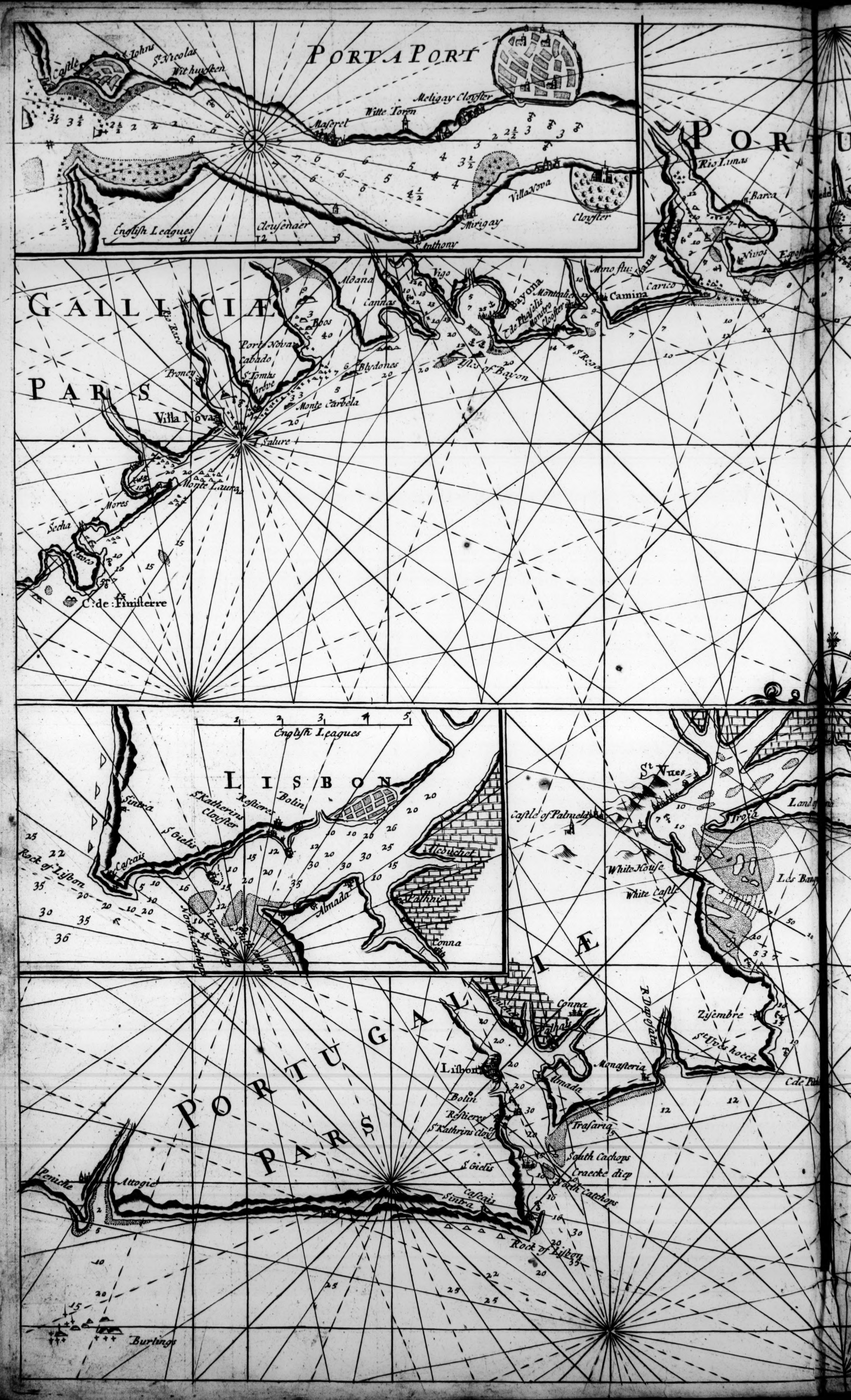
He that will ſail into *Mores*, he muſt bring *Monte Lauro* N. E. by North off him, and ſail in ſo right with it, and then he ſhall not come too near the foul ground or dangers; when he cometh then by *Monte Lauro*, he ſhall ſee the foreſaid Rocks lying out to the northwards of *Monte Lauro*, he muſt leave them, as alſo the Point of *Monte Lauro*, two or three Cables length on the Larboard-ſide of him, and ſail in ſo alongſt by them, until he comes paſt the ſecond Point, leaving the ſunken Rock (which lieth in the midſt of the Sound) on the Starboard ſide of him: and when the Fiſhers Village, which ſtands to the northwards of *Monte Lauro*, cometh to ſtand altogether bare, then he is within the ſunken Rock which lieth in the midſt of the Sound South by Eaſt, eaſterly, from the eaſt end of the foreſaid Fiſhers Village.

When you come by the ſecond Point, you muſt run in about it within a Cables length, and edge up to the northwards, until you come before the Village, or up to the weſtwards before the Town, where you pleaſe, and anchor there in 12 or 13 fathom.

To Sail into Rio Roxo.

If you will ſail into *Rio Roxo*, then run about without the Rocks, which lie to the ſouthwards of the *Mores*, and go in S. E. by South, until you come before the Haven of *Rio Roſſo*, or *Roxo*, then you ſhall ſee a great many Rocks, lying off from North Land, almoſt unto a great Rock, or Iſland, called *Salure.* Betwixt theſe Rocks that lie out there, and the Iſland *Salure*, you may well run through about to the northwards of the Iſland; but it is very narrow, by reaſon of the foreſaid Rocks which lie off from the North Land, therefore ſail about to the ſouthwards of the ſame Iſland, indifferent cloſe along by it, leaving it on the Larboard ſide, or to the Seawards of you until you ſee the Sound open, and then run in, keeping the middle of the Channel, unto the Iſland *Roxo*,

which


PORTA PORT
Castle
St Johns
St Nicolas
Wit huysken
Meligay Cloyster
Witte Toren
Maserel
Villa Nova
Cloyster
Mirigay
St Anthony
Clousenaer
English Leagues
GALLICIÆ PARS
Rio Raro
Aldana
Cannas
Vigo
Bayona
C de Phaselis
Monstro
Cloyster
Montalier
Mino flu:
Viana
Camina
Carico
Rio Limas
Barca
Nivos
Esposen
POR
Boos
Porto Nova
Cabado
St Tomas
Grove
Proney
Blydones
Isles of Bayon
M S Rego
Monte Carbela
Villa Nova
Salure
Monte Laura
Mores
Secha
C: de: Finisterre
Burlings
LISBON
English Leagues
1 2 3 4 5
Sintra
Cascais
Rock of Lisbon
S Gielis
St Katherins Cloyster
Restieres
Bolin
Alcouchet
Almada
Pathnis
Conna
Craeck diep
South Cachops
North Cachops
St Vues
Castle of Palmela
White House
White Castle
Troja
Land of
Les Bancs
PORTUGALLIÆ PARS
Conna
Palhais
Lisbon
Almada
Bolin
Restieres
St Kathrins cloyster
S Gielis
Monasteria
Trasaria
South Cachops
Craecke diep
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Zisembre
St Uves hoeck
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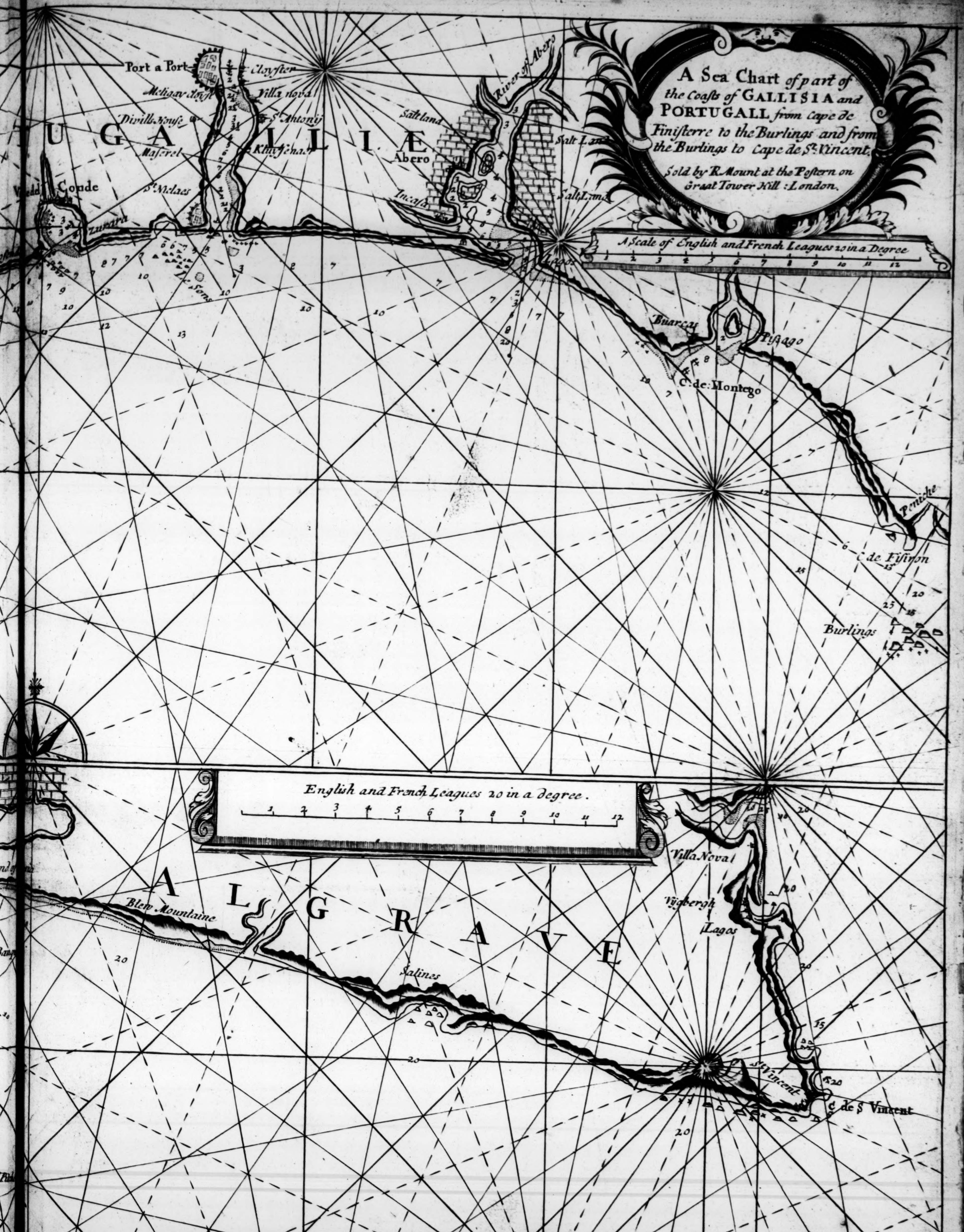
Attogie
Cascais
Sintra
Rock of Lisbon



A Sea Chart of part of the Coasts of GALLISIA and PORTUGALL from Cape de Finisterre to the Burlings and from the Burlings to Cape de S^t. Vincent.

Sold by R. Mount at the Postern on Great Tower Hill : London.

A Scale of English and French Leagues 20 in a Degree
1 2 3 4 5 6 7 8 9 10 11 12
English and French Leagues 20 in a degree.
1 2 3 4 5 6 7 8 9 10 11 12
U G A L L I Æ
Port a Port
Cloyster
Meligay cloyst
Villa nova
Divills Houſe
S^t. Antony
Maſerel
Khuyſenaer
Conde
S^t. Nclaes
Zurara
Le Sons
River of Abero
Saltland
Salt Land
Abero
Incasa
Salt Land
Lagos
Buarcas
Piſſago
C. de Montego
Peniche
C. de Fiſiron
Burlings
A L G R A V E
Blew Mountaine
Salines
Villa Nova
Vigbergh
Lagos
S^t. Vincent
C. de S^t. Vincent

BRITISH MUSEUM

which you ſhall ſee lie in the midſt of the Haven; when you come near it, you may anchor under the South Land; there are two Sand-Bays, where is good Anchor-ground.

About two leagues S. W. from *Rio Rixo*, lieth a ſunken Rock very dangerous for a Ship to come upon.

Ponte Vedra. From *Rio Rixo*, or the Iſland *Salure*, unto *Ponte Vedra*, or the Iſland *Blydones*, the courſe is S.S.E. four leagues; betwixt them both lieth an Iſland called *Monte Carbala*, within it is three fathom deep.

Monte Carbela.

Blydones. Right before the Haven of *Ponte Vedra*, lieth the Iſland *Blydones*, which you may ſail round about. On the North ſide it is not deeper than five or ſix fathom. There lie alſo within the Sound, on the North ſide, two Rocks called the *Boos* or *Oxen*.

On the South ſide of *Blydones* is the right Fair-way to ſail into *Ponta Vedra*; this Haven lieth in N. E. until within the Iſland.

Somewhat further in the midſt of the *H*aven, lieth alſo another little Iſland, which you muſt alſo go to the ſouthwards of, therefore go in E. N. E. alongſt by the South Land, until you ſee the flat Tower which ſtandeth upon the South Land, and then you muſt run over a Bank, right on with the Point of *Ponte Vedra*; within it lieth the Town; thwart of the flat Tower, you may anchor in eight or nine fathom: This *H*aven is at ſome places four fathom deep.

Iſlands of Bayone. Five leagues to the ſouthwards of the Iſlands of *Blydones*, lie the Iſlands of *Bayone*; when you come out of the Sea right with them, then theſe Iſlands do ſeem to be all gray and black Rocks, and lie as if they were three Iſlands, although that the Sea do run through them but at one place; betwixt each is a Saddle or Valley.

Within the Land, over theſe Iſlands, you ſhall ſee two high *H*ills very eaſie to be known, the eaſtermoſt hath three high *Hommocks*, and the weſtermoſt two, with Valleys betwixt the Hommocks; a little to the eaſtermoſt Hill you ſhall ſee a white Abby ſtand againſt the high Land, whereby this Land is eaſie to be known.

To ſail into Bayone from the Northwards.

You may ſail within theſe Iſlands of *Bayone*, either to the northwards or the ſouthwards; but at the N. E. Point of the Iſlands lieth a Rock under-water, about a Cables length off from them, whereof you muſt take heed, and anchor in 10, or 12 fathom on the Eaſt ſide of the Iſlands.

He that will ſail into the northwards, muſt run in betwixt the Iſlands and the main Land, keeping near about the middle of the Channel, but neareſt to the Iſlands, until the Sound of *Vigo* or *Cannas* be open, and then ſail into the eaſtwards; there is a broad Sound, where you may anchor on both ſides, to wit, on the South ſide before *Vigo*, and on the North ſide before *Cannas*, in 12 or 13 fathom.

Vigo, Cannas.

Alſo you may ſail further in about the South Point of *Rondella*, where men may ſave a Ship in the Oaze, without Anchor or Cables.

At the Point of *Vigo* lieth a little Iſland: he that cometh into the northwards of the Iſlands, and is bound in for *Bayone*, may ſail through betwixt that little Iſland and the Point *Vigo*, right in with *Bayone*, to wit, a little to the weſtwards of the Point, until he come before the Town, and anchor there in four, five, and ſix fathom.

Betwixt that foreſaid little Iſland, and the Point of *Vigo*, it is at high-water four fathom and a half, and at low-water three fathom and a half deep, you muſt (ſailing through there) give the Point of *Vigo* a Birth, becauſe of ſome ſunken Rocks that lie off from it. When you lie in the Road before *Bayone*, in five or ſix fathom, you may ſee the Iſlands of *Blydones* through betwixt the foreſaid Point of *Vigo* and that little Iſland.

From that ſame little Iſland, lieth to the weſtwards another little Iſland or Rock; betwixt them both it is foul, ſo that you cannot ſail through betwixt them; and from that weſtermoſt little Iſland lieth a foul Ledge of Rocks S. W. off towards the Point of the Land of *Bayone*, whereof you muſt take very good heed, whether you come from the northvvards, and will ſail through betwixt that Ledge and the Iſlands of *Bayone*, or elſe come in from the ſouthwards betwixt the Iſlands and the Main, and vvill go in for *Bayone*.

That Ledge lieth at lovv-vvater in many places dry, the outermoſt Rocks thereof, and the Point of *Bayone*, vvhere the Caſtle ſtands upon, lie S. E. and S. E. by Eaſt, and N.W. and N. W. by Weſt, au Engliſh mile aſunder; therefore he that cometh from the northvvards, and vvill go into *Bayone* to the weſtwards of that Ledge, that is betwixt the Ledge and the Iſlands, let him go ſo long to the ſouthwards, until the Caſtle of *Bayone* come to be E. S. E. and Eaſt by South from him, and ſail then towards it, and he ſhall run far enough alongſt to the ſouthwards of it.

At the South end of the Iſland of *Bayone*, lieth a great Rock, with many ſmall Rocks round about it; you may ſail very cloſe by them, but at high-water the outermoſt Rocks lie under water, whereof Men muſt be mindful; cloſe by the Rocks it is 20, 25, and 26 fathom deep. From the Point of the main Land, over againſt the South end of the Iſlands, runneth off a ledge of Rocks, whereupon it breaketh very much, when the Sea is grown, whereof alſo you muſt take heed.

When you come from the ſouthwards, or out of the Sea, and will ſail for *Bayone*, about to the ſouthwards of the Iſlands, with a ſoutherly or S. W. Wind, then run right with the South Point of the outermoſt Land of *Bayone*, until you come near about half a league of the Land, and then along by the ſhore, unto the outer Point on the ſouth ſide of the coming into the Bay, where the foreſaid Ledge runneth off, which lieth off low: give that Ledge a Birth, and run in betwixt it and the foreſaid Rocks, at the end of the Iſlands, N. E. or E. N. E. in, according as you ſhall come in out of the Sea, leaving the Ledge on the Starboard, and the Rocks with the Iſlands on the Larboard-ſide, until that you come to the end, or to the northwards of the Ledge at the North end, or the outtermoſt Point of that Ledge at the South Point, and the Point *Bayone*, where the Caſtle ſtandeth upon, lie neareſt Eaſt by North, and Weſt by South, a little league aſunder. When you have the aforeſaid Ledge (on the South-ſide) upon your broad ſide, or elſe to the northwards of it; and that the Caſtle do bear Eaſt, or thereabouts from you; go then right in with the Caſtle, leaving that foreſaid other Ledge (which lieth off S. W. from the little Iſlands at the Point *Vigo*) on on the Larboard ſide of you. If you bring the Point of the Caſtle not to the ſouthwards of E. S. E. then you cannot take any hurt of the northermoſt Ledge. Iſland of Bayone.

The outer Rocks of that northermoſt Ledge (which ſhooteth off from the two foreſaid little Iſlands) and the Ledge which ſhooteth off from the South Point of the Land of *Bayone* where you muſt ſail through betwixt, lie one from the other S. W. and S. W. by South, and North-eaſt, and North-eaſt by North, about an Engliſh mile aſunder. When you come near the Caſtle, then come not very near the ſhore, which is not very clean; and when you come thwart of the innermoſt Point of the Caſtle, before you begin to ſee the Town of *Bayone*, from behind the Point, you muſt look well out before you, for from that ſame innermoſt Point, and from the Caſtle, there lieth off a Sunken Rock about half a Cables length from the foreſaid Point, whereupon remaineth at low-water no more than nine or ten foot water; keep therefore (thwart of it) ſomewhat off from the Point. When you begin to ſee the Town of *Bayone*, then luff up ſuddenly South, and ſail before the Town, and anchor there in five or ſix fathom, where you pleaſe; or elſe that the Points of the Caſtle come againſt the weſtermoſt Iſland of the two, which lieth off from the North Point of the Bay, or Point of *Vigo*, there it is good eaſie ground that holdeth well; lay your Anchors (when you moor) N. W. and S. E. the beſt Anchor to the S. E. from thence over the high Land, you ſhall have commonly the hardeſt winds.

To ſail into Vigo or Cannas from the Southwards.

If you muſt turn too and again into the Bay, then take good heed when you run off from the Caſtle, that you run not too far over S. S. E. Right before the Town S. E. by Eaſt, and E. S. E. from the Road about a Musket-ſhot, lieth another ſunken Rock, which at low-water is even uncovered; it lieth a ſmall Cables length off from a little Point in the South Point of the Bay, whereupon ſtandeth a little Houſe appearing a far off like a great green Rock; you muſt be very careful of it, eſpecially when you run over towards the S. S. E.

But he that is bound into *Vigo* or *Cannas*, to the ſouthwards of the Iſlands, muſt ſail in betwixt that ſouthermoſt Iſland and the point of the Land of *Bayone*, all along in the middle of the Channel, N. E. or N. E. by North in, at leaſt two great leagues, keeping the northern Haven two Ships length open, ſo long until *Cannas* come to the North Land without the Point of *Vigo*; and then he muſt leave the Point of *Vigo* on the Starboard-ſide of him, and run in (keeping the middle of the Channel) betwixt the North Land and the Town *Vigo*, and anchor there, either before *Cannas* or *Vigo*, where he pleaſeth, in ten or twelve fathom.

A little to the northwards of *Camina*, lieth on the Coaſt a high ſteep Hill, above in the top with a Clift or Saddle, being called St. *Rego*, it is almoſt like *Monte Lanro*, but at leaſt as St. Rego.

high again; this Hill is a very good mark to know the places thereabouts. About half ways betwixt this Hill and *Bayone*, lieth an Abby upon the ſide of the Land, that is alſo a good mark to know *Bayone* for him that cometh from the ſouthwards: but the chiefeſt marks are the two foreſaid high Hills within *Bayone*, the one with two, the other with three Hommocks; when that with the three Valleys or Saddles is E. S. E. from you, run then in right with it, you ſhall not fail to fall in with the Land, right with the Iſlands.

Five leagues to the ſouthwards of the Iſlands of *Bayone*, lieth the Haven of *Comina*, a broad Haven, where you muſt go in (with great Ships) at the higheſt water. In the Havens Mouth (which lieth in N. E. by Eaſt) lieth a Rock neareſt the ſouth ſide; cloſe to the northwards of this Rock, is the deepeſt water, for to ſail in or out. Within the Haven, on the north ſide, lieth a little Iſland, and upon it ſtandeth a little Tower, which ſtandeth upon the North Land, and ſo muſt run in right with them.

In this Havens Mouth is at half flood two fathom water.

At the North ſide of the Haven it is altogether ſhoal water, and very rocky and foul; there ſhooteth off a ledge of Rocks whereof you muſt take heed.

Of the Tydes and ſetting of the Current.

On the Coaſts, as on the former, a S. W. and N. E. Moon maketh high water.

A S W. and N. E. Moon maketh full Sea at the foreſaid places, on the Sea Coaſt, and within the Havens a Point later.

A N.E. and S.W. Moon maketh full Sea, as on all the Coaſts lying on this Ocean; there go alſo no Currents alongſt the Land, becauſe (through the of the ſwelling Ocean Sea) the flood cometh right on againſt the Coaſts, and ſetteth right in and out at the Havens.

How theſe Lands do lie one from the other, and from other Lands.

From *Cape Ortegal* to *Siverus*, S. W. 5 leagues.
From *Siverus* to *Cape de Prior*, S. W. 5 leagues.
From *Cape de Prior* to *Ferol*, South by Eaſt, 3 leagues.
From *Ferol* to the *Groyn*, South, and South by Weſt, 3 leagues.
From the *Groyn* to *Ciſarga*, 7 or 8 leagues.
From *Ciſarga* to *Qeeres*, South by Weſt, and S.S.W. 2 leagues.
From *Ciſarga* to *Cape de Bylem*, or the Eaſt Point of *Monſey*, S. W. by W. and W. S. W. 12 leagues.
From *Cape de Bylem* to *Cape de Coriane*, or *Terrovian* S. W. 3 leagues.
From *Cape de Coriane* to *Cape de Finiſterre* S. 3 leagues.
From *Cape de Ortegal* to *Cape de Prior*, South-weſt, 10 leagues.
From *Cape de Ortegal* to *Ciſarga*, S. W. and S. W. by W. 19 leagues.
From *Cape de Prior* to *Ciſarga*, S. W. by W. 8 leagues.
From *Ferol* to *Ciſarga*, Weſt by South, 8 leagues.
From *Cape de Ortegal* to *Cape de Coriane*, S.W. by W. 33 leagues.
From *Cape de Ortegal* to *Waterford* in *Ireland*, N. 168 leagues.
From *Ciſarga* to *Cape Veio*, North, 160 leagues.
From *Ciſarga* to *Silly*, North by Eaſt, 137 leagues.
From *C. de Finiſterre* to *Moores*, or *Monte Lauro*, *S. E.* 5 leagues.
From *Rio Roxo* to *Ponte Vedra*, S. S.W. 4 or 5 leagues.
From *Ponte Vedra* or *Blydones*, to the Iſland of *Bayone*, S. S. E. 5 leagues.
From *Bayone* to *Camia*, S. by E. 4 leagues.
From *Cape de Finiſterre* to the Iſland of *Bayone*, S.E. by S. 20 leagues.
From *Cape de Finiſterre* to *Port a Port*, S.S. E. 42 leagues.
From Cape *de Finiſterre* to *Avero*, South by Eaſt, and S. S. E. 53 leagues.
From Cape *de Finiſterre* to the *Burlings*, S. 67 leagues.
From Cape *de Finiſterre* to the great *Canaries*, S. S. W. ſoutherly, 307 leagues.
From Cape *de Finiſterre* to the *Salvages*, S. S.W. 273 leagues.
From Cape *de Finiſterre* to the Iſle of *Madera*, S. W. by Weſt ſoutherly, 197 leagues.
From Cape *de Finiſterre* to the Iſle St. *Michael*, W.S.W. 247 l.
From Cape *de Finiſterre* to the Iſle *Tercera*, W.S.W. and Weſt by South, 278 leagues.
From Cape *de Finiſterre* to the S. W. Point of *Ireland*, North by Weſt, and North, 173 leagues.
From Cape *de Finiſterre* to Cape *Clear*, N. 173 leagues.
Fcom Cape *de Finiſterre* to *Waterford*, or to the S. E. Point of *Ireland*, North by Eaſt, 185 or 186 leagues.
From Cape *de Finiſterre* to the *Lizard*, N. N. E. 153 leagues.
From Cape *de Finiſterre* to the *Seams*, N. E. by North northerly, 112 leagues.
From Cape *de Finiſterre* to Bell-*Iſle*, N. E. 122 leagues.
From B*ayone* to the B*urlings*, S. by W. 47 leagues.

The Latitudes.

	deg.	min
Cape de *Ortegal* lieth in	44	05
Cape de *Coriane* lieth in	43	08
Cape de *Finiſterre* lieth in	43	00
Bayone lieth in	42	10

CHAP. XV.

A Deſcription of the Coaſts of PORTUGAL, from Camina to Paſſage.

Viana.

SEven Leagues to the ſouthwards of *Camina*, lieth *Viana* upon a River. From the North Point lieth off a ledge of Rocks thwart over the Mouth of the River; and upon the South ſhore ſtand two Fire Towers.

If you will Sail into this River of *Viana*, coming from the northwards, or out of the Sea, then run ſo long to the ſouthwards, untill the two foreſaid Fire Towers, upon the South ſide of the Rivers Mouth, come one to the other, and then run in right with them towards the Strand, untill the little Tower upon the North Land come over the two Houſes; keep them one to the other, and run then to the Rock with the Maſt, and Sail alongſt cloſe to the Eaſtward of it, and then you run in alongſt over the Bar, or the ſhoaleſt of the Rivers Mouth; there is at low water, with an ordinary Tide, two fathom depth. When you are paſt the foreſaid Rock, with a Maſt or Beacon, which lieth on the North ſide of the River, run in likewiſe cloſe alongſt to the ſouthwards of it, and afterwards indifferent cloſe alongſt by the North Land, untill you come before the Town, (there runneth off ſometimes a little Riff, which you muſt give a Birth to) and Anchor before the Town. When you lie before the Town, there lieth a little Iſland to the ſouthwards of you, whereupon ſtandeth a little Chappel; to the weſtwards of that little Iſland lieth a great Bank, which at low water is uncovered; behind that Bank it is 5 and 6 Fathom, and before *Viana*, 7, 8, and 9 fathom deep; when you come in, you may run about to the ſouthwards of this foreſaid Bank, and come out again before the Town, by the little Iſland, where the little Houſe ſtandeth upon.

When you come in about a Bow ſhot within the ſecond Rock with the Maſt, there you may let fall your Anchor, and bring Cables on the South ſhore, and moor there by four Cables.

You may Anchor without in the Road in 12 fathom; there is the cleaneſt Ground for to take in a Pilot. It is a narrow and dangerous Bar for to come into.

From *Viana* to *Port a Port*, the Courſe is South by Eaſt 12 or 13 Leagues; betwixt both lieth *Villa del Conde*, 7 Leagues from *Viana* and from *Metelyn*.

Villa del Conde.

Villa del Conde is a broad Haven; before the Havens Mouth lie many Rocks, where you may Sail in about them on both ſides; to the northwards, or to the ſouthwards of them, it is 5 and 6 fathom deep: Further in lieth a Bank, thwart over the Haven of two fathom at high water; within the Haven, it is three or four fathom deep: On the North ſide it is all full of Rocks, which lie moſt under water; but on the South ſide it is deepeſt and ſureſt, and good lying in 5 and 6 fathom.

Rocks Leſons.

Four Leagues to the Southwards of *Villa del Conde*, lie out the great Rocks, called *Leſons*, right before a little broad Haven of two fathom depth, called *Metelyn*, and S. W. from the South Point of the foreſaid Rocks; about half a League to Seawards, lieth a ſunken Rock under water: Betwixt the Land and the *Leſons*, it is ſix and ſeven fathom deep.

A League to the ſouthwards of the Rocks *Leſon*, lieth *Port*

a Port

Port a Port.

a Port. From the North Point of the Rivers Mouth, lie off many Rocks, almoſt thwart over the Channel.

To Sail in there, you muſt run in cloſe alongſt to the ſouthwards of the outermoſt Rock, even ſo near by it, that you may caſt a Stone upon it. There ſtandeth a little Chappel upon the North ſhore, right againſt the Rock with the Croſs, and alſo a little white Houſe upon the North ſhore, ſomewhat further up upon the River; bring them one in the other, and run in ſo right with them, untill you be paſt the Caſtle. In Sailing in ſo, you ſhall not find leſs (upon the ſhoaleſt of the Bar,) then 17 or 18 foot water at half flood, and ſhall not come too near a ſunken Rock, which lieth without in the Rivers Mouth, ſomewhat nearer the South ſhore than the North, whereupon there remaineth at low water no more than 11 or 12 foot. Being within the Caſtle, go then right towards the Rock with the Croſs, and ſo cloſe alongſt to the ſouthwards of it, that you may reach it with a Boat-hook; or elſe you muſt run in 3 or 4 Ships length to the ſouthwards of it, or alongſt by the South Land, till you be paſt the Rock with a Croſs, for to avoid a ſunken Rock which lieth thwart of it, a little to the ſouthwards of it, and at low water, is no more than 8 foot under water. Being a little paſt the Rock with the Croſs, go then up alongſt in the middle of the Channel, untill you come thwart of a great white Tower upon the North Land; there you may Anchor in 4 or 5 fathom; or Sail before the Town, here it is 3 and 4 fathom deep. A little paſt the Rock with the Croſs is a ſhoal, whereupon remaineth at low water no more than eleven foot, ſo that with Ships that draw twelve foot water, you muſt ſtay for high water; it floweth there ſix foot up and down with an ordinary Tide.

On the South-ſide of the River goeth in alſo a land deep to the ſouthwards of the foreſaid ſunken Rock, which lieth in the Rivers Mouth, where the Pilots ſometimes bring Ships in and out; that is a good Channel, and oft-times it is caſt to again of the Sea, ſo that there is no certainty to be written of it that you ſhould truſt upon.

From *Port a Port* to *Avero*, the Courſe is South, ten Leagues; betwixt them both it is all alongſt a clean Sand ſtrand, where you may be bold to come near the ſhore every where, in ten or twelve fathom.

Within the Land, upon the high Land, lieth a black Hommock in the Land, when that beareth E. S. E. from you, then you are open before *Avero*: When you cannot ſee the black Hommock *Carmole*, then lieth there a rough Sand-hill to the Northwards of the Bar; when that is thwart of you, then are you half a League to the Northwards of the Bar of *Avero*.

If you will Sail in over the Bar of *Avero*, and that you come before it in ſix or ſeven fathom, then take heed to three Beacons made of Maſts, which ſtand upon the South Land; bring them one in the other, and Sail in ſo right with them E. by S. and E. *S*. E. in over the Bar. There is, coming in at half Tide, no more than two fathom Water, untill you come by the Beacons; you ſhall (being come within the Points) Sail alongſt by a dry Sand on the Larboard-ſide; edge then up N. N. E. and N. E. about by that foreſaid dry Sand, untill you come cloſe to the Northern Land, and run in by it, and then you ſhall leave all the other ſhoals on the Starboard-ſide, untill you ſee the River open, and then you ſhall ſee a little Houſe upon the Strand on the Weſt-ſide; go then from thence up into the River Eaſt by South, and E. S. E. keeping the middle of the Channel, betwixt the two Lands, untill you come before the Salt-ponds, or *Avero*, where you may lade your Ship with Salt.

The Coaſt of *Portugal*, about *Viana*, is very eaſie to be known, by the foreſaid Hill of St. *Rego*, which is exceeding high, and lieth on the Sea-ſide: The high Land of *Viana* lieth two or three double within it.

Betwixt *Viana*, *Ville del Conde*, and *Port a Port*, you ſhall ſee alongſt the Coaſt many Towers and little Houſes. *Villa del Conde* you ſhall ſee at Sea like a great Town.

The River of *Port a Port*, you may know by the Rocks *Leſons*; they are very high, and lie a little to the northwards of the River.

The *Cape de Montego* is a high Point, and within it, on the Land, are high Mountains.

The Cape is ſometimes taken to be the Rock, but is eaſie to be diſcerned from it, becauſe of the *Burlings*, which lie here to the ſouthwards and to the northwards of the Rock.

The *Cape de Montego* lieth from *Avero* S. S. W. diſtant ſeven Leagues: A League to the ſouthwards of it lieth *Paſſage*, or the River of *Montego*, a broad Haven.

From the *Cape de Montego*, runneth off a foul ledge of Rocks, a good ways from the ſhore, which you muſt avoid.

Under the Cape you may ride for northerly Winds, in ſeven or eight fathom; a N. N. W. Wind cometh right from the Point.

For ſoutherly Winds, you may Anchor to the ſouthwards of the River of *Montego*.

From the South Point of the River runneth off a Sand-riff; when you Sail in there, and that you come in out of the Sea, it ſheweth as if you might Sail into the ſouthwards of the Riff, but it is not to be done; you muſt Sail to the northwards of it.

Upon the North Point ſtandeth the little Village St. *Catherina*, and a little to the northwards of it, a Fiſhers Village, called *Buarcos*. Upon the North-ſide, within the Havens Mouth, ſtandeth a Lime-Kiln, with a Wood of Fig-Trees; when you bring them one in the other, and then Sail ſo right in with them, you run in right in the Channel; there is ſometimes no more than twelve or thirteen foot Water at half Flood. You may not certainly truſt to the Deſcription of this Haven: For in regard, it is there Sand ground, it doth ſhift ſometimes with the great Fruſhut that comes from the River, and alſo with Storms out of the Sea.

From *Cape de Montego* to the *Peniche*, or *Nova Liſbona*, (at the *Cabo del Fiſiron*, which is the Point within *Burlings*) the Courſe is South *W*eſt by South, ten Leagues; there lieth off a Rock from the Point; to the ſouthwards of it is a great Bay, where you may run in behind it with Barks, and lie Landlockt.

In that Bay lieth a little Town againſt the high Land, called *Artogie*, a little to the ſouthwards of *Cape del Fiſiron* lieth a high round Hommock.

From the Cape *Montego* to the *Burlings*, the Courſe is *S. W.* 12 or 13 Leagues.

Behind the *Burlings* is a good Road, and Anchor Ground, under the great Iſland before the *Hermitage*, there you may Anchor in ten fathom: You may come in there from the northwards, or from the ſouthwards; it is broad and wide, and every where clean.

Of the Tydes and ſetting of the Currents:

A South Weſt and North Eaſt Moon maketh at all theſe places (on the Sea-ſide) high water; and within, in the Havens, a Point or two later, according as they lie far within the Land.

Courſes and Diſtances.

From *Camina* to *Viana*, S. S. E.	7 Leagues.
From *Viana* to *Villa del Conde*, the Courſe is, South by Eaſt,	6 Leagues.
From *Villa del Conde* to *Port a Port*, S. by E.	6 Leagues.
From *Port a Port* to *Avero*, South,	11 Leagues.
From *Avero* to *Cape de Montego*, S. S. W.	7 Leagues.
From *Port a Port* to the *Burlings* S. S. W. and *S*. W. by *S*.	31 Leagues.
From *Avero* to the *Burlings*, *S*. W.	20 Leagues.
From *Cape de Montego* to *Piniche*, or *Cape del Fiſiron*, *S*. W. by *S*.	12 Leagues.
From *Cape de Montego* to the *Burlings*, *S*. W.	13 Leagues.

Latitudes.

	deg.	min.
Port a Port lieth in	41	05
Avero lieth in	40	30
Cape de Montego lieth in	40	14

CHAP. XVI.

Deſcribing the Sea-Coaſts of PORTUGAL, *from* Paſſage *to* St. Uves, *or* Setubal.

FROM the *Burlings* to the Rock of *Lisbon*, the Courſe is S. by E. and S. S. E. 16 Leagues; but from the *Cape del Fiſiron* (behind the *Burlings*) to the Rock, the Coaſt lieth N. and S. 15 or 16 Leagues.

The Rock is a Point of Land very eaſie to be known, although you be a great ways off, yet you ſhall always ſee the ſharp Hommock of the Abbey of *Syntra*.

A great League to the eaſtwards of the Point of the Rock, Caſcalis. lieth the Road of *Caſcalis*, where you may lie Landlockt for a N. W. North, and N. E. Wind, in 12 or 13 fathom, ſo deep or ſhoal as you pleaſe.

A great League to the eaſtward of *Caſcalis*, lieth the Point St. Julians, or St. Gillians. of St. *Julian*, or St. *Gillians*, whereupon ſtandeth a ſtrong Caſtle, that is, the North Point of the River of *Lisbon*; the Northern Channel of the River goeth in within a Bowls caſt alongſt by it.

To Sail up to Lisbon.

For to ſail in at the Northern Channel. To Sail into the Northen Channel, you muſt run in, within the length of a Maſt, alongſt by the foreſaid Point; but coming before the Caſtle of St. *Gillians*, you muſt edge ſomewhat over towards the *Carrick-deep*, for to avoid ſome foul Ground and Rocks, which lie on the Eaſt-ſide of the Caſtle. Being paſt that a little, you may luff up again towards the Northern ſhore, and Sail alongſt by it to *Reſtiers*, and ſo forth even to *Lisbon*: You do commonly Anchor before the Village of *Bolyn*, in twelve or thirteen fathom. You muſt take heed not to come into this Channel with calm weather, and with an ebb, which ſetteth very ſtrong upon the Northern *Cachops*. This Channel of St. *Gillians*, lieth in Eaſt by South: Being within, you muſt Sail up E. N. E. and N. E. by Eaſt; and when you come againſt the Abbey at *Reſtiers*, then you muſt edge ſomewhat over towards the South-land, elſe you muſt keep the North-land alongſt.

To Sail into Carrick-deep.

For to Sail into the *Carrick-deep*, you ſhall bring *Caſcalis* over the Weſt Point of the Rock, and keep it ſo, untill the little Tower (which you ſhall ſee ſtand above the Abbey at *Reſtiers*) come over the white Abbey which ſtandeth the fartheſt from *Reſtiers*, to wit, over the St. *Katherines* Abbey or Cloiſter; go then N. E. and N. E. by N. in, keeping theſe Marks ſtanding thus, untill you come within the Point of St. *Gillians*; and then go in alongſt by the North Land to *Reſtiers*, within the Caſtle, and Anchor there where you think it beſt. Upon theſe Marks you may Sail in and out at the *Carrick-deep*.

If you come from the weſtwards, and will go into the *Carrick-deep*, then bring *Caſcalis* over the *W*eſt end of the Rock, and Sail about the Northern *Cachops*, untill the Town of *Lisbon* come within two Ships length near to the South-ſide of the River; and then further in N. E. by N. When yon ſee the Sand Bay within the Point of St. *Gillians*, then are you in the right fair way.

But if it ſhould happen that you could not ſee the Town, or the little Tower, then keep the Sand Bay, (which lieth within St. *Gillians* Point, N. E. by N. from you) and Sail ſo on Eaſt, and N. E. by N. in, and take the ſoundings of the Northern *Cachops* in eight or nine fathom; when you begin to come againſt St. *Gillians* Point, Sail then indifferent cloſe alongſt by the North Land, as is heretofore ſaid.

He that will turn out or into the *Carrick-deep*, muſt bring the foreſaid little Tower that ſtandeth within the Land, a Ships length to the ſouthwards, and a Ships length to the northwards of the foreſaid Abbey or Cloiſter of St. *Katherines*, and then tack about every time, and ſo turn to and again out and in.

Alſo come not with Calms in this Channel (neither bound inwards nor outwards) with an ebb, for it ſetteth very ſtrong over the Eaſt end of the *Cachops*.

If you will run out at the *Carrick-deep*, you muſt look out for the foreſaid little Tower; when it cometh out from under that high Land, bring it then a little to the weſtwards of the ſecond white Abbey or Cloiſter, and go away S. W. by South, and then the little Tower ſhall come to the Cloiſter.

But if you muſt turn out to and again, then you muſt be very careful of your Tides, for the Current ſets ſtrong over the *Cachops*, ſo that it is very dangerous with Calms to come in or out at theſe Channels, but eſpecially in Sailing out with an ebb, for it ſetteth thwart over the *Cachops*.

From the Rock to St. *Uves* Point, the Courſe is S. E. by S. ten Leagues; that is alſo a Point eaſie to be known, by a high round Hill which lieth on it; alſo you ſhall ſee the top of the Caſtle of *Siſembre*, open a flat Hill, like a great top or ridge of a Country Houſe.

St. *Uves* Point is called *Cape de Pitcher*: A little to the ſouthwards, about the Point, is a rent or clift in the Land; before it there is good riding in nine and ten Fathom. Before *Siſembre* you may Anchor in 15 or 16 fathom.

Of the Tides and ſetting of the Currents.

A. N. E. and S. W. Moon maketh on theſe Coaſts full Sea, as on all the Coaſts lying on the Ocean; there go alſo no Currents alongſt the Land, becauſe (through the ſwelling of the Ocean Sea) the flood cometh right on againſt the Coaſts, and falleth right in and out at the Havens.

Courſes and Diſtances.

From *Cape del Fiſiron*, or *Nova Lisbona*, to the Rock, South, 15 or 16 Leagues.

From the *Burlings* to the Rock, S. by E. and S. S. E. 16 Leag.

From the *Burlings* to *Cape St. Vincent*, S. by E. 53 Leagues.

From the *Burlings* to the Great *Canaries*, S. S. W. 248 Leagues.

From the *Burlings* to the Iſland *Palma*, S. W. by S. 256 Leagues.

From the Rock to *Cape Pitcher*, or St. *Uves* Point, S. E. by S. 10 Leagues.

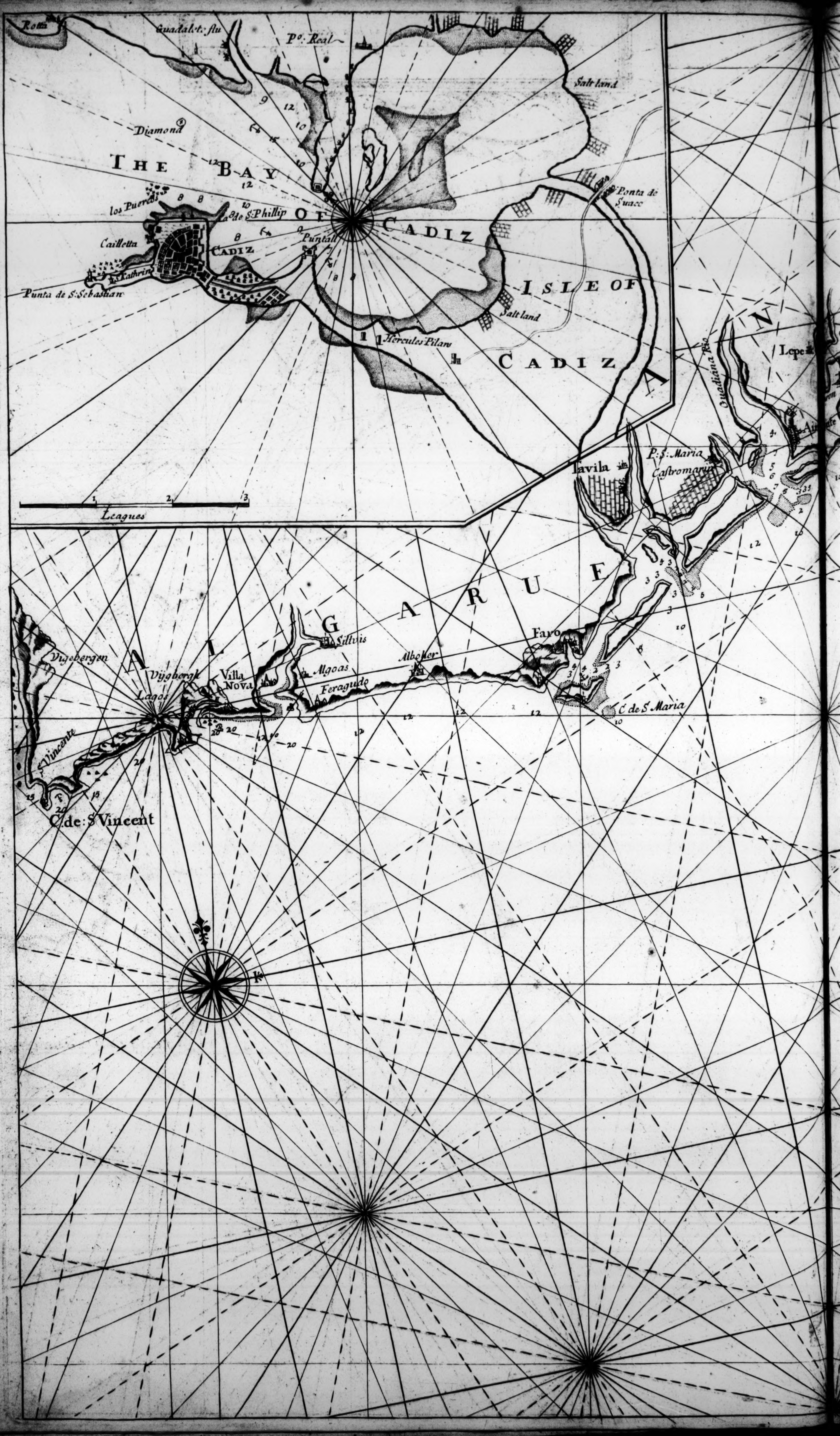
From *Cape Pitcher* to *Cape St. Vincent*, South, ſomewhat Eaſterly, 29 Leagues.

From the Rock of *Lisbon* to *Cape St. Vincent*, South by Eaſt, 37 Leagues.

From the Rock, or the River of *Lisbon*, to the Great *Canaries*, S. S. W. weſterly, 240 Leagues.

Latitudes.

	deg.	min.
The *Burlings* lieth in	39	40
The Rock of *Lisbon* lieth in	38	55
Or, as ſome ſay, in	39	00
Cape Pitcher, or St. *Uves* Point, lieth in	39	32


Rotta
Guadalet: flu
Pº: Real
Salt land
Diamond
THE BAY OF CADIZ
los Puercos
Pta de S: Phillip
Cailletta
CADIZ
Puntall
Kathrin
Punta de S: Sebastian
Ponta de Suacc
ISLE OF CADIZ
Salt land
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1
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Leagues
Lepe
Guadiana Rio
P: S: Maria
Castromarin
Tavila
A L G A R V E
A N
Faro
Sillvis
Alboher
Algoas
Feragudo
Villa Nova
Vijgbergh
Vijgebergen
Lagos
S: Vincente
C de S Maria
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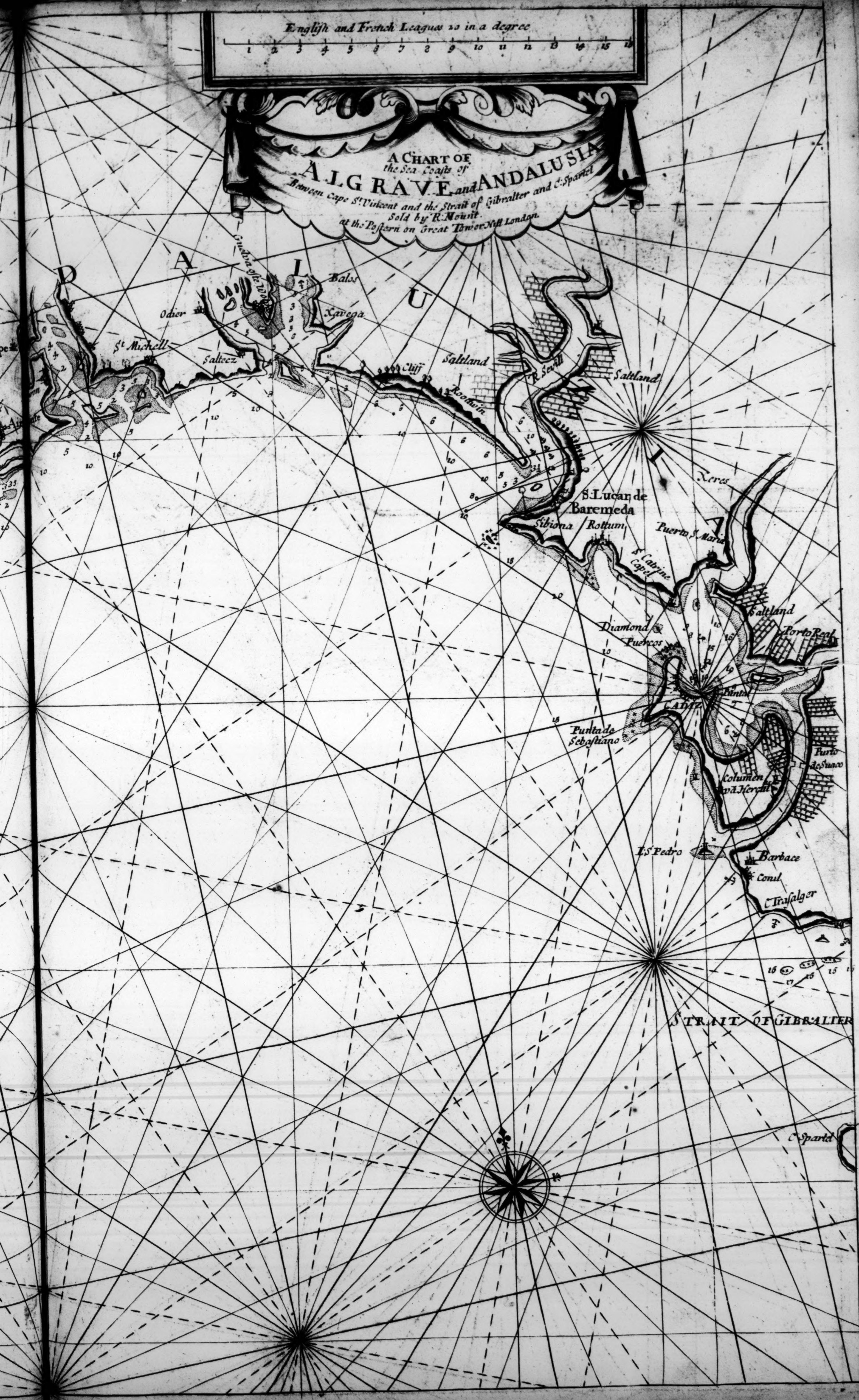

English and French Leagues 20 in a degree
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
A CHART OF
the Sea Coasts of
ALGRAVE and ANDALUSIA
Between Cape St. Vincent and the Strait of Gibralter and C: Spartel
Sold by R: Mount.
at the Postern on Great Tower Hill London.
D A L U Z I A
Guadiana offte Wood
Balos
Odier
Xavega
St Michell
Salteez
Cliff
Saltland
Roothein
R. Sevill
Saltland
S. Lucan de Baremeda
Sibiona
Rottum
Xeres
Puerto S. Maria
S. Catrine Capel
Diamond
Puercos
Saltland
Porto Real
Puntal
CADIZ
Punta de Sebastiano
Purto de Suaco
Columen va Hercul
I. S. Pedro
Barbace
Conil
C. Trafalger
STRAIT OF GIBRALTER
C. Sparteł

BRITISH MUSEUM

CHAP. XVII.

Deſcribing the Coaſts of ALGARVE *and* ANDALUZIA, *from St.* Uves *to* Palos *or* Cliff.

Cape Pitcher Road under St: Uves Point

FIve leagues to the eaſtwards of *Cape Pitcher*, or St. *Uves* Point, lieth St. *Uves*; there lieth a great Bank before the Havens Mouth. Beneath the high Land, upon the Water-ſide, ſtandeth a white Caſtle; when that is N. N. E. from you, then are you right before the Havens Mouth.

To Sail over the Bank before *St.* Uves.

If you will ſail over the Banks into St. *Uves*, coming off from *Cape Pitcher*, or St. *Uves* Point, then keep the Weſt Point of *Siſember* a Ships length without the Eaſt Point; and go then Eaſt, and Eaſtby North on, until the Caſtle of *Palmelo*, which ſtandeth above St. *Uves*, cometh in a Valley over the foreſaid white Caſtle upon the water-ſide. Sail then N. N. E. right in with them, until you come within the Caſtle that ſtandeth on the water-ſide; and then in along within a Cables length by the North Land, N. E. by E. until you come before the Town of St. *Uves*, or *Setubal*. But when the Caſtle of *Palmelo* cometh under the Land, that you cannot ſee the ſame any more, there ſtandeth alſo a white Houſe on the North ſide of the Caſtle, that ſtandeth on the water-ſide; keep that ſo ſtanding, and run in right with them, until you come within the white Caſtle; and go then in (as before is ſaid) along by the North Land, until you come before the Town of St. *Uves*, and anchor by the ſame Town, before the Fiſhers Village, in ſix or ſeven fathom. Upon the Bank is, at half-flood, three fathom and and a half water; when you ſail in over it, you ſhall find at leaſt ſeven different ſhoals.

There goeth in alſo a Channel alongſt by the South-Land, but that is only for Barks: betwixt the ſouthern Channel and the right Deep, lie the Banks at ſome places ſo ſhoal, that they lie almoſt above-water.

For to find the deepeſt water, in ſailing out over the Bank of St. *Uves*, with Ships that draw much water, do thus; When you ſail out from the white Caſtle, then bring the foreſaid white Houſe over the North ſide of the Caſtle that ſtandeth on the water-ſide, ſo that you may ſee directly through betwixt them; and keep them ſo ſtanding, until St. *Uves* Point begin to come without the Eaſt Point of *Siſember*; then bring the white Houſe to the South ſide of the Caſtle, and run ſo out; you ſhall have there the deepeſt water. But when you can ſee the Caſtle of *Palmelo*, that is a direct longſt mark for to run over the Bank: and then that white Caſtle muſt bear from you N. N. E. northerly.

It is from St. *Uves* Point to the Cape St. *Vincent*, South, ſomewhat eaſterly, 29 leagues; betwixt both are no known Havens.

Salines.

Salines, a little River lying half ways, is alſo unknown.

From St. *Uves* to *Cape* St. *Vincent*, the Coaſt lieth moſt South by Weſt about 32 leagues; betwixt both lie ſome high ſteep Hills, which are called the *Salines*, and are very good marks to know this Coaſt by, but above all, ſerves for the knowledge of this Coaſt of *Algarve*, or of Cape St. *Vincent*, the Mount *Chigo* which lieth within *Lagos*, may be ſeen afar off at Sea. Half a league to the northwards of Cape St. *Vincent*, lieth a high Cliff in the Land, that is ſomewhat whitiſh and higher than the other Land; when you ſee that, then you are by Cape St. *Vincent*. Upon the Point of the Cape ſtandeth a broken Abbey or Cloyſter, and cloſe by the Point lieth a high Rock.

A little about the Point of Cape St. *Vincent*, you may anchor in a Sand-bay, for a North and N. W. wind, in 20 fathom.

Road under Cape St. Vincent

About the ſecond Point, to the eaſtwards of the Cape, is another Sand-bay; there is a good Road for a N. W. and N. wind, in 14 or 15 fathom.

From Cape St. *Vincent* to Cape St. *Maries*, or *Faro*, it its Eaſt, or a little more ſoutherly, 19 or 20 leagues; betwixt them both lie *Lagos*, or *Laves*, and *Ville Nova*.

From Cape St. *Vincent* to *Lagos*, it is Eaſt by North, ſix, leagues; there is a Tyde-Haven through betwixt the Rocks behind a Strand or Chindle, which ebbeth dry at low-water; you may alſo ride there for a N. W. W. N. W. and North-wind in 10 or 12 fathom.

Villa Nova

Villa Nova lieth about four leagues to the eaſtwards of *Lagos*; betwixt both, three Leagues from *Lagos*, and one from *Villa Nova*, lieth a ſunken Rock, whereof you muſt take heed.

Villa Nova is a good Haven, it lieth in North, and North by Weſt; at half flood you ſhall have two fathom water; within in the Haven, on the Eaſt-ſide, lieth a little Iſland or Rock, and vpon it ſtandeth a Tower or little Houſe; alſo there ſtands upon the Land a great Maſt with a Barrel upon the top of it: when the little Tower, or little Houſe, and the Maſt come one in the other, then you muſt ſail right in with them into the Haven, alongſt by the Eaſt Land, until you be paſt the little Tower; the Weſt-ſide is flat and ſhoal, when you come by the Maſt, then you muſt go up to the weſtwards before the Town of *Villa Nova*, there you may anchor in four or five fathom.

Faro

From *Villa Nova* to *Faro*, or Cape *de* St. *Maria*, it is about nine leagues. Upon the Strand ſtandeth a Fire-Tower, and from the Point ſhooteth off a Riff, of which you muſt avoid, Into the Haven of *Faro*, you muſt go in from the eaſtware it lieth Weſt, and W. N. W. in, and they muſt leave th Tower on the Larboard-ſide, and run in two or three fathom being within you may anchor over againſt the Town of *Faro*, under the Iſland, in three fathom; it is upon the Bar, at half-flood, two fathom deep.

Cape St. *Maries* ſheweth it ſelf at Sea (when you firſt it) in one round Hommock, which is a good mark to k the whole Coaſt of the *Condado* by.

Five leagues N. E. by Eaſt from Cape St. *Maria* or *Faro*, lieth *Tavila*; that is a crooked ſhoaly Bar, which almoſt every year doth ſhift, and is not to be truſted to for the ſailing, unleſs it were firſt Beakon'd, or ſet with Buoys; it is at half-flood ſcarce two fathom deep; you may lie there, a little within the Sand-hills, in four fathom.

From *Tavila* to *Ayemont*, the courſe is E. N. E. five leagues.

Ayemont hath a deep Bar, and one of the beſt Havens in the whole *Condaet*; it lieth in N. W. by the Eaſt-Land; at half-flood it is three fathom deep: there lieth ſome ſhoals before the Havens, the marks thereof are theſe:

There ſtandeth a Tree upon the Eaſt-ſide of the Haven, or Rivers Mouth; when *Ayemont* cometh right againſt over the Tree, then are you to the eaſtwards of the ſhoals or ſands which lie before the Haven; then you muſt go towards the Foot-ſtrand, and lead it in alongſt by it N. W. and N. W. by Weſt; when you are within, you muſt go up to the northwards before the Town; or if you will go before *Porte Maria*, the N. W. courſe will bring you there; within, it is wide and broad, and 6 or 7 fathom deep.

There goeth in alſo a Haven by the Weſt-land, where you may come in, right out of the Sea, but that by the Eaſt-land is the beſt.

Leep

From *Ayemont* to *Leep*, or St. *Michaels*, the courſe is Eaſt by North, ſeven leagues. *Leep* hath uncertain Bars which oftentimes ſhift, where you may not truſt your ſelf to ſail into it without a Pilot; the Bar that goeth in to the eaſtwards of the great Iſland, is held to be the beſt; from thence they muſt go up to the weſtwards toward *Taron*, and the River, and ſo come to *Leep*, and there they take in their Lading before the Deep.

St: Michaels.

The Bar of St. *Michaels* was wont to run thwart over into the Sea, and to be at half-flood three fathom deep, and before St. *Michaels* five fathom: from thence you may come through over the ſhoals at high-water into the River at *Leep*.

Taron

Alſo you are wont to come in by *Taron*; but for certain, it is needful to take in a Pilot for theſe Bars.

Palos, Saltees

From St. *Michaels* to *Palos*, or *Saltees*, the courſe is Eaſt, and Eaſt by South, ſeven leagues; here you ſail into the great *Condaet*; this Haven goeth in at the Weſt end of the *Roduyn*; there ſtandeth a great broad Tree to the weſtwards of that white Cliff, that you muſt keep over a red Sand-hill, as if it were red Earth: this Sand-hill goeth ſloping down; run in upon theſe marks unto the Strand, about North, and North by Weſt, then ſhall the Tower *Odier*, which ſtands above

Wolves

Wolves, come over the Eaſt ſide of the Havens Mouth; keep them ſo ſtanding, and ſail alongſt by the Strand about two Cables length, until you come about the Point, and then you run up North to *Palos*, or N. W. to *Wolves*, and anchor there in 6 or 7 fathom.

It is within ſix, ſeven, and alſo three and four fathom deep in ſailing up, according as you ſail far up, or elſe not; this Bar is upon the ſhoaleſt, at half-flood, three fathom and a half, but within it is five fathom deep.

There cometh alſo a Channel running out of the Sea betwixt the Sands, then *Wolves* cometh to be on the Eaſt ſide of the Havens Mouth, and you may ſail N. N. W. in; when they are within the Havens Mouth, then you muſt do as before is ſaid. This Channel is three fathom deep.

For knowledge of the Land hereabouts, you ſhall underſtand, that at the weſt end of the *Roduyn*, lieth a white ſteep Land, cliffy, being reddiſh Earth or Chalk: he that falleth therewith, may think that he is by the Havens Mouth of *Saltees*; upon it ſtand ſome little buſhes of Trees, elſe the Land is all without Trees, reddiſh Sand, therefore called *Roduyn*, or red Sand-hill.

Of the Tydes and ſetting of the Currents.

A S. W. and N. E. Moon maketh at all theſe places (on the Sea-ſide) high water, and within, in the Havens, a point or two later, according as they lie far within the Land.

An E. and S. W. Moon maketh high-water at the Cape St. *Vincent*, and at the Cape St. *Maria*, alſo on the Coaſts lying betwixt them both.

But to the eaſtwards, on the *Candaet*, a S. W. by South, and *S*. S. W. Moon maketh full Sea.

Courſes and Diſtances.

From Cape *Pitcher* to the Cape St. *Vincent*, ſomewhat eaſterly, 29 leagues.
From the River of *Lisbona* to the Iſle of *Salvages*, *S*. W. by South 213 leagues.
From the River of *Lisbona* to *Porto Santo*, ſouthweſt, 160 leag.
From the River of *Lisbona* to the Iſle *Madera*, S. W. 176 leagues.
From the River of *Lisbona* to the Iſland *Tercera*, W. 263 leag.
From Cape de St. *Vincent* to *Lagos*, or *Laves*, E. by N. 6 leagues.
From *Lagos* to *Villa Nova*, Eaſt, 3 leagues.
From *Villa Nova* to Cape *Maria*, or *Faro*, E. by S. 10 leagues.
From Cape St. *Maries*, or *Faro*, to *Tavila*, N. E. by E. 5 leagues.
From *Tavila* to *Ayemont*, E. N. E. 5 leagues.
From C. St. *Vincent* to C. S. *Maria*, Eaſt, 19 leagues.
From Cape St. *Maries* to *Leep*, or St. *Michaels*, E. N. E. 17 leagues.
From C. St. *Maries* to *Saltees*, E. N. E. 24 leagues.
From C. St. *Vincent* to C. *Cantin*, South, 90 leagues.
From C. *Vincent* to C. *de Geer*, South, weſterly, at leaſt 138 leag.
From C. St. *Vincent* to the Iſland *Lanzerotte*, S. S. W. 180 leag.
From C. St. *Vincent* to the great *Canaries*, S. W. by S. 210 leag.
From C. St. *Vincent* to the Iſle de *Palma*, South-weſt, 124 leag.
From C. St. *Vincent* to *Porto Santo*, S. W. by Weſt, 144 leagues.
And to *Madero*, S. W. by Weſt 157 leagues.
From C. St. *Vincent* to the Iſle de St. *Maria*, W. 236 leagues.
From C. St. *Maria* to *Sipiona*, E. 29 leagues.
From C. St. *Maria* to the *Strait*, E. *S*. E. and *S*. E. by E. 42 leag.
From C. St. *Maria* to Cape *Cantin*, S. by W. 90 leagues.
From C. St. *Maria* to the great *Canaries*, S. W. and S. W. by S. 220 leagues.
From C. St. *Maria*, or *Faro*, to the Iſle de *Madera*, S. VV. by VVeſt, 174 leagues.

Latitudes.

The Cape de St. *Vincent* and St. *Maria* lie in 37 deg.

CHAP. XVIII.

Deſcribing the Sea-Coaſts of Andaluſia, *in the Streight of* Gibralter: *And alſo of the Iſles of* Azores.

To ſail into the River of St. Lucas.

FRom *Saltees* to the River of St. *Lucas*, the courſe is S. E and S. E, by Eaſt, betwixt eight and nine leagues.

If you will ſail into the River of St. *Lucas*, then ſail alongſt the red Sand-hills, ſo long, until that you get the Town of St. *Lucas* in ſight about E. S. E. from you; there lieth a white Cloyſter to the eaſtwards of the Town, againſt the high Land; and there ſtandeth a great Tree upon the high Land; bring the Tree even to the North ſide, or the Cloyſter, ſo that you may almoſt ſee through betwixt them, but not over the Cloyſter; keep them ſo ſtanding, and ſail right in with them, and ſo you ſhall not come too near the Rocks to take hurt of them, and you ſhall have upon the ſhoaleſt, at low-water and neap-tydes, 3 fathom, and at high-water 22 foot, or ſcarce 4 fathom. VVhen the Caſtle of *Chipiona* and the Church begins to come one in the other, then you come to the firſt Rocks or Shoals; when the Church and Caſtle are right one over the other, when they bear S. S. VV. from you, then you are upon the ſhoaleſt of all; but when the Caſtle with the Church come again one through the other, then you get again deeper water, three fathom and a half, and four fathom at low, water with a neap-tyde: ſail in alongſt upon the foreſaid marks of the Cloyſter and the Tree; but take good heed that you bring not the Tree over the Quire, at the ſouth end of the Cloyſter, for you ſhould then come very cloſe to the Rocks; rather bring the Tree a little to the northwards of the Cloyſter, for you cannot eaſily take hurt of the red Sand-hills, but you may borrow of them upon your Lead in three and four fathom. There ſtands alſo a Mill to the eaſtwards of the Town; take heed that you bring not that alſo over the round Cloyſter that ſtandeth a little to the eaſtward beneath the Town; but keep them a hand-ſpikes length aſunder, and then you ſail in the beſt depth. But if the foreſaid Mill, and that round Cloyſter come one in the other when you ſail in, then you ſhall (without fail) come upon the Rocks or Shoals. VVhen you are within, over the ſhoaleſt, ſail then towards the Strand of *St. Lucas*, until that you ſee altogether open into the River, for to avoid the Riff that ſhooteth off from the N. VV. Point of the River: ſail on alongſt by the ſhore, and anchor before the little Church with the Croſſes (which ſtands below in the Sand-hills) in five, ſix, or ten, or twelve fathom, as near as you pleaſe. You may alſo turn out at this ſame Channel with indifferent Ships or Barks, but they muſt take good heed, it is not very broad

To Sail alongſt by Sipiona.

There goeth in alſo a Channel by the Land of *Chipiona*; for to find it, you ſhall ſail in within two Cables lengths near by the foreſaid Land, until you be within the ſecond ſhoal; then you muſt edge ſomewhat off from the Land, until you come upon the foreſaid marks of the Cloyſter, and the great Tree, then you muſt run in alongſt upon them, as aforeſaid. The River of St. *Lucas* is eaſie to be known by the red Sand-hills which lie to the weſtwards of it.

From *Sipiona* to *Cales Males*, the courſe is S. E. nine leagues.

Cales.

Cales is known by the Mountain of *Granade*, when that is E. N. E. and Eaſt by North from you, ſail then right in with it, and you ſhall be ſure to fall right before *Cales*. At the Point of *Sipiona*, lie many Rocks above water, and betwixt the Point of *Sipione*, *Cales*.

Four leagues from *Sipiona* lieth *Rotta*; there ſhooteth off a great Ledge of Rocks from the Point.

To Sail into the Bay of Cales.

Los Puc cos.

He that will go into the Bay of *Cales*, or *Cadiz*, let him run in right with the Rocks which lie on the Weſt ſide of the Bay, called *Las Puercos*, and within two Cables length in all alongſt by them, in ſix or ſeven fathom, until he come before the Town of *Cales*, and anchor there as deep as he pleaſeth, in eight, ten, twelve, or fifteen fathom; the Fair-way lieth in moſt E. S. E. and S. E. by Eaſt.

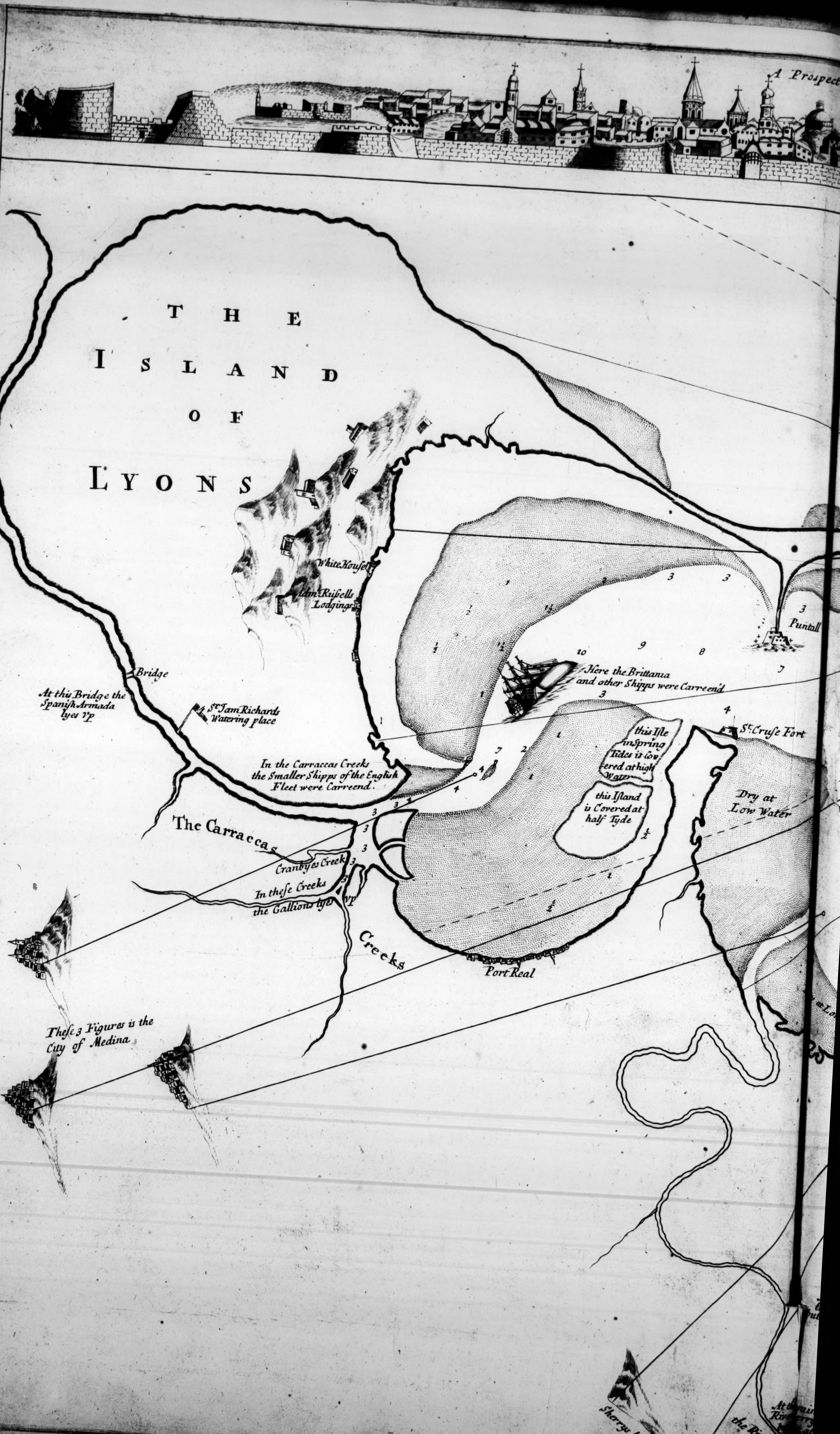
Diamond.

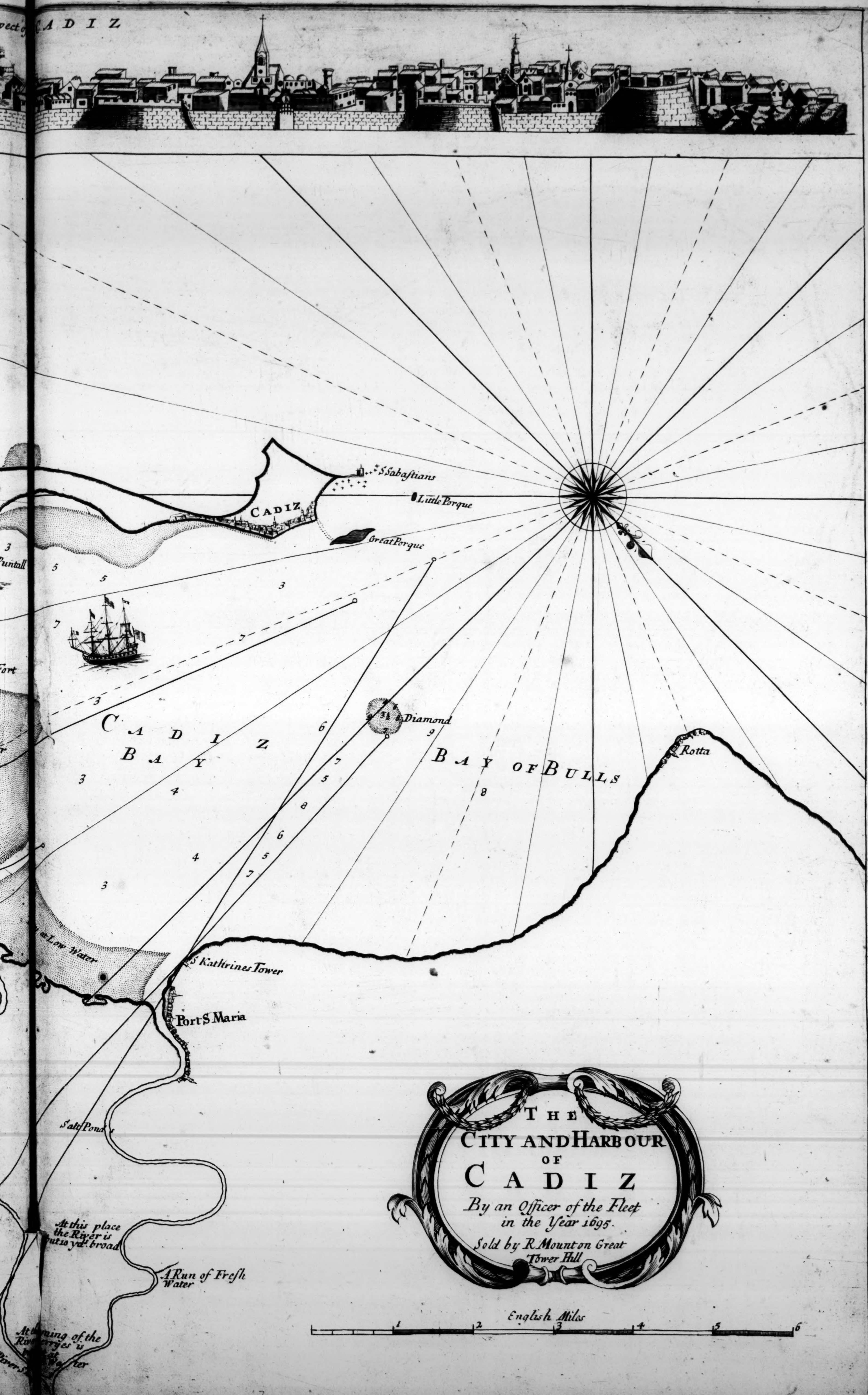
There lieth a Rock under-water called the *Diamond*, about N. N. E. and N. E. by North from the *Puercos*, a great half league. When St. *Katharines* Chappel upon the North Land is E. N. E. from you, then are you thwart that Rock; there is at half-flood three fathom water upon it.

Marks of the Diamond.

The marks of this Rock are theſe; when *Mary* Church cometh over the North end of *Cales* (that is a Cloyſter which ſtandeth without *Cales*) there ſtands alſo a Houſe upon the Hill, where men go alongſt by, when they go to *Sheres*; when that Houſe cometh over the Chappel which ſtandeth upon the the water ſide, to the weſtwards of *Porte Marie*: When theſe marks come together, one in the other, then you will ſail upon the foreſaid Rock; there is upon the ſhoaleſt of it, at high-water, three fathom and a half. But ſet the two high Hills, which are to the ſouthwards of the way of *Sheres*, that

they


A Prospect
THE ISLAND OF LYONS
White House
Adm.l Russells Lodgings
Bridge
At this Bridge the Spanish Armada lyes Vp
S.r Jam Richards Watering place
In the Carraccas Creeks the Smaller Shipps of the English Fleet were Carreend.
The Carraccas
Cranbyes Creek
In these Creeks the Gallions lyes Vp
Creeks
Here the Brittania and other Shipps were Carreen'd
this Isle in Spring Tides is Covered at high Water
this Island is Covered at half Tyde
S.t Cruse Fort
Dry at Low Water
Puntall
Port Real
These 3 Figures is the City of Medina
Sherrys hill



THE
CITY AND HARBOUR
OF
CADIZ
By an Officer of the Fleet in the Year 1695
Sold by R. Mount on Great Tower Hill

pect of CADIZ
S. Sabastians
Little Porque
CADIZ
Great Porque
Puntall
Fort
CADIZ BAY
Diamond
BAY OF BULLS
Rotta
at Low Water
S. Kathrines Tower
Port S. Maria
Salt Ponds
At this place the River is but 10 yds. broad
A Run of Fresh Water
At the ...ning of the River ...erryes is ... Water
River S...
English Miles
1
2
3
4
5
6
3
5
5
3
7
7
3
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3
4
7
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9
8
3½

BRITISH MUSEUM

they be a little aſunder, and that they come not one in the other, then you cannot ſail upon this Rock.

The *Puercos* Rock lieth from the North Point of *Cales* about half a league. He that lies before *Cales*, in the Road, hath *Puntal* South from him, or thereabouts, according as he lies near to *Cales*. But to the ſouthwards of *Cales* lieth a Rock, come not nearer that than in ſeven fathom.

The Bay of *Cales* is wide and broad, you may lie there in five and ſix fathom; the N. W. wind cometh there open in.

If any man therefore would go further in behind *Puntal*, let him go in S. E. betwixt the Point of *Port Real* and *Puntal*, and run up about the Point of *Puntal*, there you may lie Land-lockt for all winds; there you may lay your Ships dry aground for to make clean. He that will go into the Creek, muſt take a Pilot, and run up into the water of *Port Real*, leaving the little Iſland on the Larboard ſide, and then *Herods* Creek ſhall open it ſelf; and there you muſt ſail up, keeping the middle of the Channel, till he come before the Salt-heaps.

To ſail from Cales to the Strait.

For to ſail from *Cales* to the *Straits*, you muſt go away South, and South by Eaſt, to the Cape de *Trafalgar*, and then you ſhall run far enough without the Banks or Rocks, which lie off S. E. from *Cales*.

From the Point of St. *Sebaſtian* to Cape de *Trafalgar*, which is the North Point of the *Strait* on the Weſt ſide, it is S. S. E. ten leagues.

About two leagues to the northwards of the Cape, lieth *Conil*; there is a fair Sand-bay, where you may anchor in 12, 13, and 14 fathom clean ground.

To ſail into the Straits-Mouth.

He that deſireth to ſail into the *Straits* of *Gibralter*, coming from *Cales*, let him go from the Point of St. *Sebaſtian*, which is the weſtermoſt Point of the Iſland *Cales* South by Eaſt, S.S.E. towards the Cape de *Trafalgar*, until he be a good ways without the Land, for to avoid the Spaniſh Coaſt which is foul there lieth off, Weſt by South from the Iſland *Tariffe*, a Bank: of ſtones two leagues, or two leagues and a half into Sea, whereupon is eight, nine, or ten foot water; when it bloweth hard, you may ſee it break. The foreſaid Point of St. *Sebaſtians*, and the Cape de *Trafalgar* lie ten leagues aſunder.

Riffe of Tariffe.

When you are then ſomewhat without the Cape de *Trafalgar*, and ſet your courſe S. S. E. and S. E. and by South, then you ſhall make the Barbary ſhore within *Cape de Spartel*, about thwart of *Tangier*, lying in a great Bight and Sand-bay.

Tangier.

Upon the Weſt Point of this Bay of *Tangier*, ſtandeth a Caſtle ſomewhat high, and yet ſomewhat higher, upon the high Land, ſtandeth a little Watch-Tower; but to the eaſtwards of *Tangier* ſtandeth alſo an old ruinous Watch-Tower, whereby *Tangier* is very eaſie to be known.

From *Tangier* to *Ape-hill*, the Coaſt lieth moſt E. N. E. and Eaſt by North, is the right courſe for to ſail through the *Straits*

To ſail in by Night:

If you will ſail into the *Straits* by Night, then keep to the Barbary Coaſt, which is very clean, and there you can take no hurt; but the Spaniſh Coaſt is foul, as is before ſaid. They that will ſail alongſt by the Spaniſh Coaſt, they muſt go cloſe along by the ſhore, and run through betwixt the Iſland *Tariffe* and the foreſaid foul grounds, cloſe alongſt by the Iſland; or elſe you muſt keep far off from the Iſland, for to run alongſt without the ſhoals; but in the midſt, near alike unto both ſhores it is beſt.

Cape de Cabrita:

Three leagues to the eaſtwards of the Iſland *Tariffe*, lieth the Point of *Cabrita*, being the Weſt Point of the great Bay of *Gibralter*, over againſt the Hill of *Gibralter*: A little to the weſtwards of it, is a good Road for a N. E. wind, in twelve, ten, and eight fathom, not far from the ſhore, thwart of a great Rock, which lieth cloſe upon the water-ſide, a little to the eaſtwards of the Fire-Tower: A little to the weſtwards of that Fire-Tower which ſtandeth upon the foreſaid Point, is a fair Sand-ſtrand; betwixt the two Towers, there you ſhall lie ſmooth for the weſtern grown Sea.

To Anchor in the Bay of Gibralter.

At *Gibralter* is a fair Bay almoſt like a Haven; if you will anchor in the Bay of *Gibralter*, then ſail ſo far into it, till that innermoſt Point of the Hill of *Gibralter* doth bear Eaſt from you, or thereabouts; it is five or ſix fathom clean ground. You lie in the Bay Land-lockt for a Weſt Wind; a South Wind cometh from the top of *Gibralter* Hill, but a South Weſt Wind bloweth right in; from thence are brought good Wines.

When you ſet ſail from the Road of *Gibralter*, with an eaſterly wind, it is good to bear up ſomewhat before the wind towards the weſt-ſhore, and then out along by the Lee-ſhore, for the eaſterly Winds do fall with ſuch whirlings from the high Land of *Gibralter*, that you ſhall be hardly able to get out of the Bay along by the high Land.

When you come from the eaſtward, and will ſail through the *Streights*, and that you are ſomewhat near the Spaniſh Coaſt, you muſt be very careful that you bring the Hill of *Gibralter* againſt the high Land of *Barbary*; and in regard the Land to the northwards of *Gibralter* Hill is low, it ſhews like the opening of the *Straits*. Such miſtakes have happened to ſome who have ſailed into the the Bay, and have ſo loſt their Ships, therefore take good obſervation of that place.

An obſervation of the Tyde, and how to turn out of the Straits-Mouth, the wind being weſtwardly.

At *Tangier* and *Tariffe*, a S. W. by South Moon maketh full Sea on the ſhore; but in all parts of the *Straits-Mouth*, the flood runs until a Weſt by South Moon; all the other parts of the *Straits-Mouth* have the flood out of the Weſt, which runs in from Cape *Spartel*, and Cape *Trafalgar* on each ſide, along by the ſhore, much ſtronger than in the middle, to the eaſtward as far as Cape *Cabrita* on the Spaniſh ſide, and *Apes-hill* on the Barbary ſide; and at theſe two Points meets at the flood that cometh out of the N. E. about the Point of *Gibralter*, and runs S. W. into the *Straits-Mouth*, all the firſt quarter-flood; and the remainder of the Tyde, the flood ſetteth from the Point of *Gibralter* W. S. W. towards Cape *Cabrita*: at the top of high-water, there cometh always out of the Weſt, between two Capes, a race of a Current, which ſpreadeth the whole *Straits-Mouth* from ſide to ſide, but continues on neither ſide ſeldom longer than half an hour; but in the middle of the *Straits-Mouth*, the Current runs to the eaſtward very ſtrong all the Tyde of Ebb; and the Race of a Current falleth always between *Apes-hill* and Cape *Cibrita*, at a Weſt by South Moon; and at that inſtant begins the Ebb on the Weſt ſide of theſe two Points to run to the weſtward.

The Tyde of Ebb, on the Spaniſh Coaſt, runs from Cape *Cabrita*, about two leagues broad from the ſhore, as far as the Iſland of *Tariffe*, and runs between the Iſland and the Main; all the Tyde of Ebb along by the ſhore towards Cape *Trafalger*; but on the ſouth ſide of the Iſland, the Ebb runs very narrow, except it be in a ſet of fair weather.

The Tyde of Ebb on the Barbary ſide, runs from *Alpes-hill* but narrow along the ſhore as far as the Point of *Alcaſar*; but on the weſt ſide of the Point, thwart of the Bay, the Tyde runs about three miles broad; and at Cape *Malabata*, which is the eaſtermoſt Point of the Bay of *Tangier*, about two miles broad; and ſo continues to the weſtward out to Cape *Spartel* and from thence the Ebb runs S. W. along the ſhore toward, *Salley*; The Ebb to the eaſtward of Cape *Cabrita* and *Apes-hill*, is begun by the foreſaid Race of a Current, which ſpreadeth from one ſide to the other, between *Gibralter* and *Sueta* Point, and runs in E. N. E. in the middle; and from the Point of *Apes-hill* to the Point of *Sueta*, along the ſhore, all the firſt half-tyde; and the remaining half-tyde, the Current runs from Cape *Cabrita* E. S. E. into the *Straits*, by the Point of *Sueta*; and from the Point of *Gibralter*, the firſt half-Ebb runs N. E. into the *Straits* towards Cape *Flangerola*, thwart the Cape *Trafalgar*; about three miles diſtant from the ſhore lies a Rock, nine foot under-water, between which Rock, and the Cape, you may ſail through from the Iſland of *Tariffa*; Weſt by South, lies a ledge of Rocks, eight, nine, and ten foot under-water, which may be ſeen in foul weather by the breach of the Sea.

At the Eaſt ſide of the Iſland of *Tariffa*, is a good Road for an eaſterly wind, in which you may anchor, between 20 and 13 fathom water, in clear hard ground; but come not to anchor nearer to the Iſland than 13 fathom, becauſe near the S. E. Point of the Iſland is foul ground. The beſt of the Road is, with the South Point of the Iſland, *W. S. W.* from you, and the Sand-hill W. N. W. and there you ſhall find 14 fathom water, clear ground. Between this Iſland and Cape *Cabrita* there is no danger but what always lies above water. In the middle of this Bay is a Light-houſe, thwart of this you may anchor in 12 fathom water, clear ground, a fine diſtance from the ſhore; one third part of the diſtance from the Light-houſe to the Cape, is 12 fathom, the ground blew Clay, and that is a good Road for a N. E. wind; you

may

may borrow on the Cape, the Rocks to the weſtward of the Cape, to five fathom: a little to the weſtward of the weſtern Point of the Bay of *Gibralter*, thwart a little Valley in the Fair-way between this Point and the Cape *Cabrita*, is a Rock eight foot under water, and by the Eaſt ſide of this Rock is twelve fathom water; at the Point of *Malabata* lies a ledge of Rocks joyning to the Land, that ſtretcheth a little way into the Sea, but all above water, and you ſhall have five fathom water fair by the Rocks. Note, The Tyde of Ebb runs very ſtrong to the weſtward by this Point round the Bay of T*angier*.

To anchor in the Bay of T*angier*, in clear ground; bring the Caſtle that ſtands in the N. W. corner of the Town, over the North Wall of the Town, and Cape *Malabata* N. E. and there is between nine and ten fathom water at a full Sea.

To turn through the *Straits-Mouth*, the wind being weſterly, you muſt ply to windward, on the Spaniſh ſide, from the Point of *Gibralter* to Cape *Cabrita*, and from thence to the Iſland of *Tariffa*; but you muſt turn round about the Cape a little before high-water, that you may have time to make two or three ſhort Boards to the weſtward of the Cape, before the Race of a Current comes out of the Weſt, which continues but a very little while; which being paſt the Ebb, begins to run unto the weſtward, and runs ſo ſtrong, that you may turn up to the Iſland in one Tyde of Ebb; but if you cannot, you may ſtop the flood any where between the Cape and the Iſland, in 12 or 14 fathom water; and there you muſt anchor, until ſo much of the Flood be ſpent, that you may get over to the Barbary ſide, to take the ſide of the Ebb there; and if you fall a little to the weſtward of the Point *Alcaſara*, you may get into the Bay of *Tangier* by a low-water, from whence you may, obſerving the Tyde, turn out at pleaſure.

Of the Tydes and ſetting of the Currents.

Before the *Condact* on the Coaſt, a *S. S. W.* and *N. N. E.* Moon maketh high Water.

Before *Palos*, *Moguer*, and *Wolves*, a South and North Moon makes full Sea.

Before the River of St. *Lucas*, and at *Cales*, before the Bay, a *S. W.* by South, and N. E. by Eaſt Moon, makes full Sea.

At *Cales* in the Bay, a *S. S. W.* Moon makes high water.

The Ebb ſetteth without the *Puercos* to the ſouthward towards the *Strait*, and the Flood towards the Land to the northward; but for the moſt part, the flood ſettleth thwart into the Land about the Havens.

In the Narrow of the *Strait*, a *S. W.* by South Moon makes high water.

The Current runneth more to the weſtwards than to the eaſtwards, when it it fair weather; there goeth commonly four hours flood to the eaſtwards, and eight hours Ebb to the weſtward; but the moſt part of the time, according as the wind is; and ſometime the Current runneth ſo ſtrong, that it ripples as if there were ſhoals,

Courſes and Diſtances.

From *Ayemont* to *Leep*, Eaſt by North,	7 leagues.
From *Leep* to *Saltees* or *Palos*, Eaſt, and Eaſt by South,	7 leagues.
From *Saltees* to the River of St. *Lucas* or *Sipiona*, S. E. and S. E. by Eaſt,	8 or 9 leagues.
From St. *Lucas*, or the Point of *Sipiona*, to the Point of *Cales*, S. E.	9 leagues.
From *Cales* to the Point of the *Strait*, S. S. E.	10 leagues.
From *Cales* to the Great *Canaries* S. W.	240 leagues.
From *Cales* to the Iſle of *Madera*, W. S. W.	200 leagues.
From Cape *Trafalgar* to *Tariffe*, S. E.	4 leagues.
From *Tariffe* to the Point of *Gibralter*, Eaſt by North,	5 leagues.
From the Point of *Gibralter* to *Marvelles*, N. by N.	12 leag.
From *Marvelles* to *Frangerola*, E. N. E.	5 leagues.
From *Frangerola* to the Weſt Point of *Malaga*, E. N. E	2 leagues
From the Weſt Point of *Malaga* to the Town of *Malaga*, N. E. and N. E. by North,	4 leagues.
From the Point of *Gibralter* to *Malaga*, N. E.	23 or 24 leag.
From *Malaga* to *Velles Malaga*, Eaſt, and Eaſt by North,	7 leagues.
From *Velles Malaga* to *Almunacar*, Eaſt,	15 or 16 leagues.
From *Almunacar* to *Salobrena*, Eaſt	4 leagues.
From *Salobrena* to *Modril*, Eaſt by North,	2 leagues.
From *Modril* to Cape de *Sacraſtif*, E. N. E.	1 league.
From Cape de *Sacraſtif* to *Caſtel de Fiero*, Eaſt by North,	4 leagues.
From *Caſtel de Fiero* to *Adera*, Eaſt	8 leagues.
From *Adera* to *Almeria*, N. E.	5 leagues.
From *Almeria* to Cape *de Gat*, South-eaſt by South,	5 or 6 leagues.
From the Point of *Gibralter* to *Cape de Gat*, Eaſt by North,	66 leagues.
From *Cape de Spartel* in *Barbary*, to the Point of *Ape-hill*, *E. N. E.*	8 leagues.
From *Ape-hill* to the Point of *Seuta*, South-eaſt by Eaſt,	2 leagues.
From the Point of *Sueta* to the Road of *Tetuan*, South,	5 or 6 leagues.

The Latitudes.

The Coaſt of *Condact* lieth in	37 *deg.* and 15 or 20 *min.*
The Iſland *Cales* lieth in	36 *deg.* 30 *min.*
The middle of the *Strait* of *Gibralter* lieth in	36 or 35 *deg.* 30 *min.*
Cape de Spartel lieth in	35 *deg.* 32 *min*

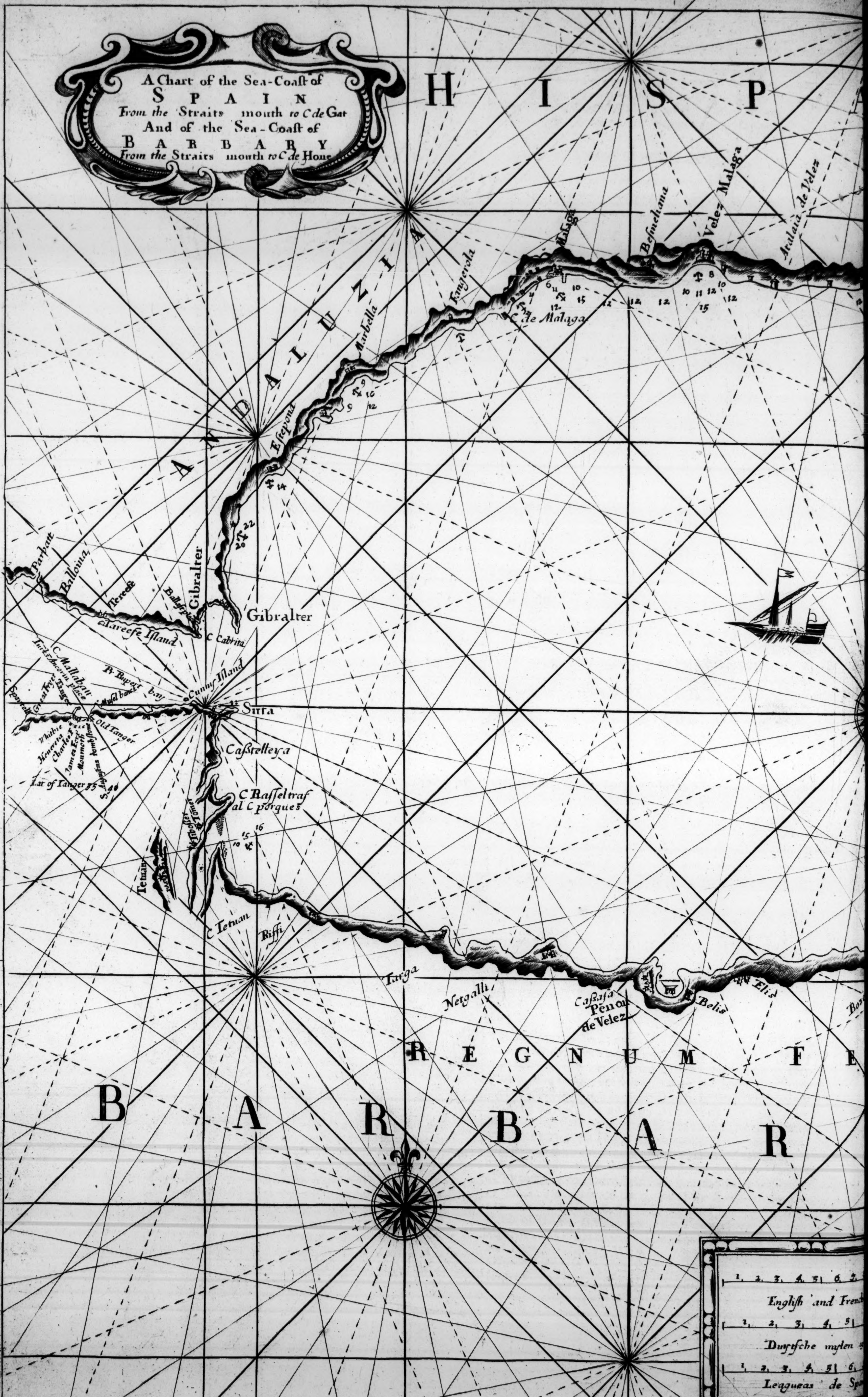
CHAP. XIX.

Deſcribing the Iſlands of Azores, *(commonly called the* Weſtern-Iſlands*) ſhewing the Roads, Harbours,* &c. *with the Courſes and Diſtances one from another, as alſo from the Main.*

THeſe Iſlands are nine in number, and diſtinguiſhed by the names; 1. Of *Tercera*. 2. St. *Michael*. 3. *Fayal*. 4. *Gratioſa*. 5. St. *George*. 6. *Pico*. 7. *Corvo*. 8. *Plores*. 9. St. *Maries*.

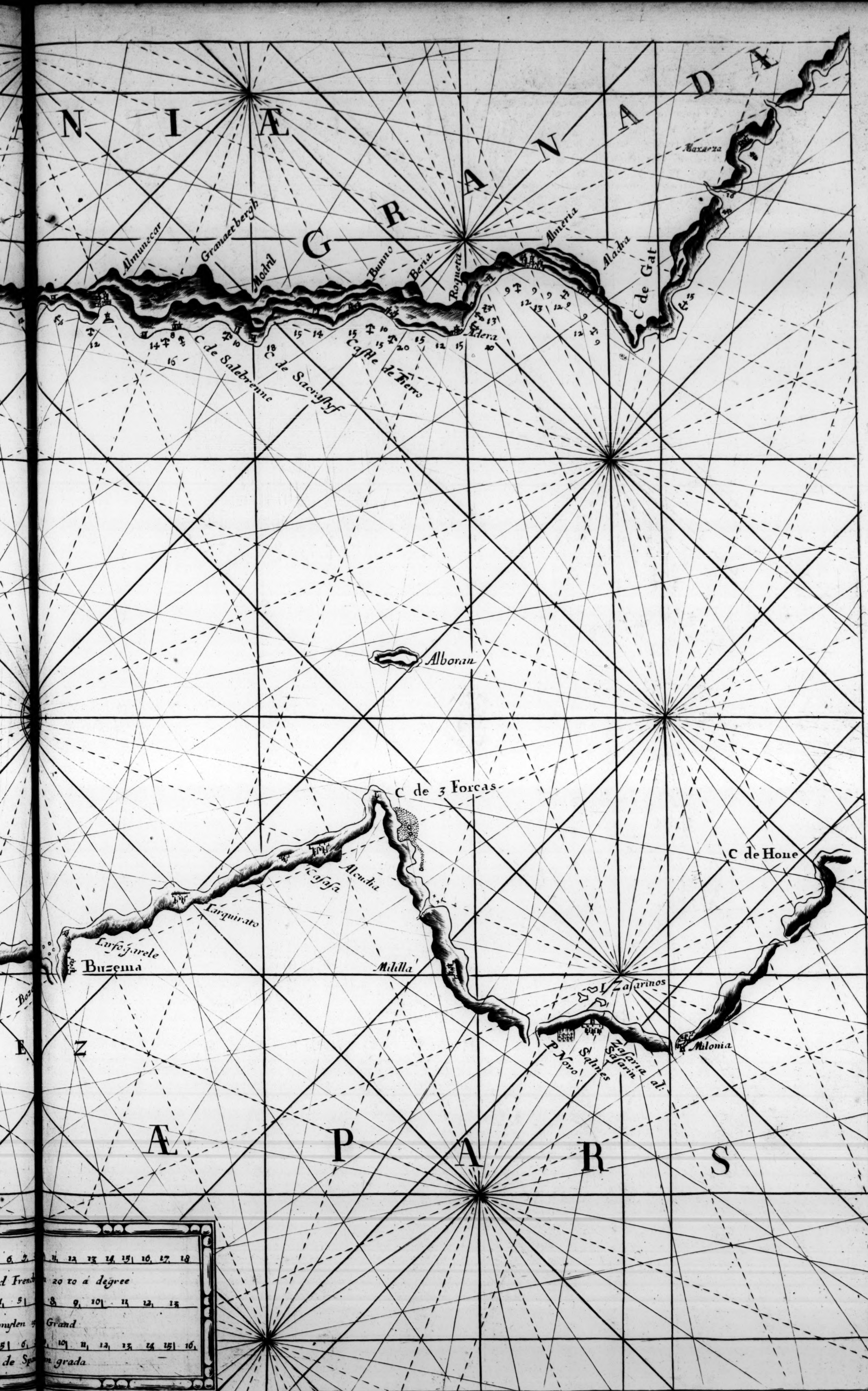
Tercera.

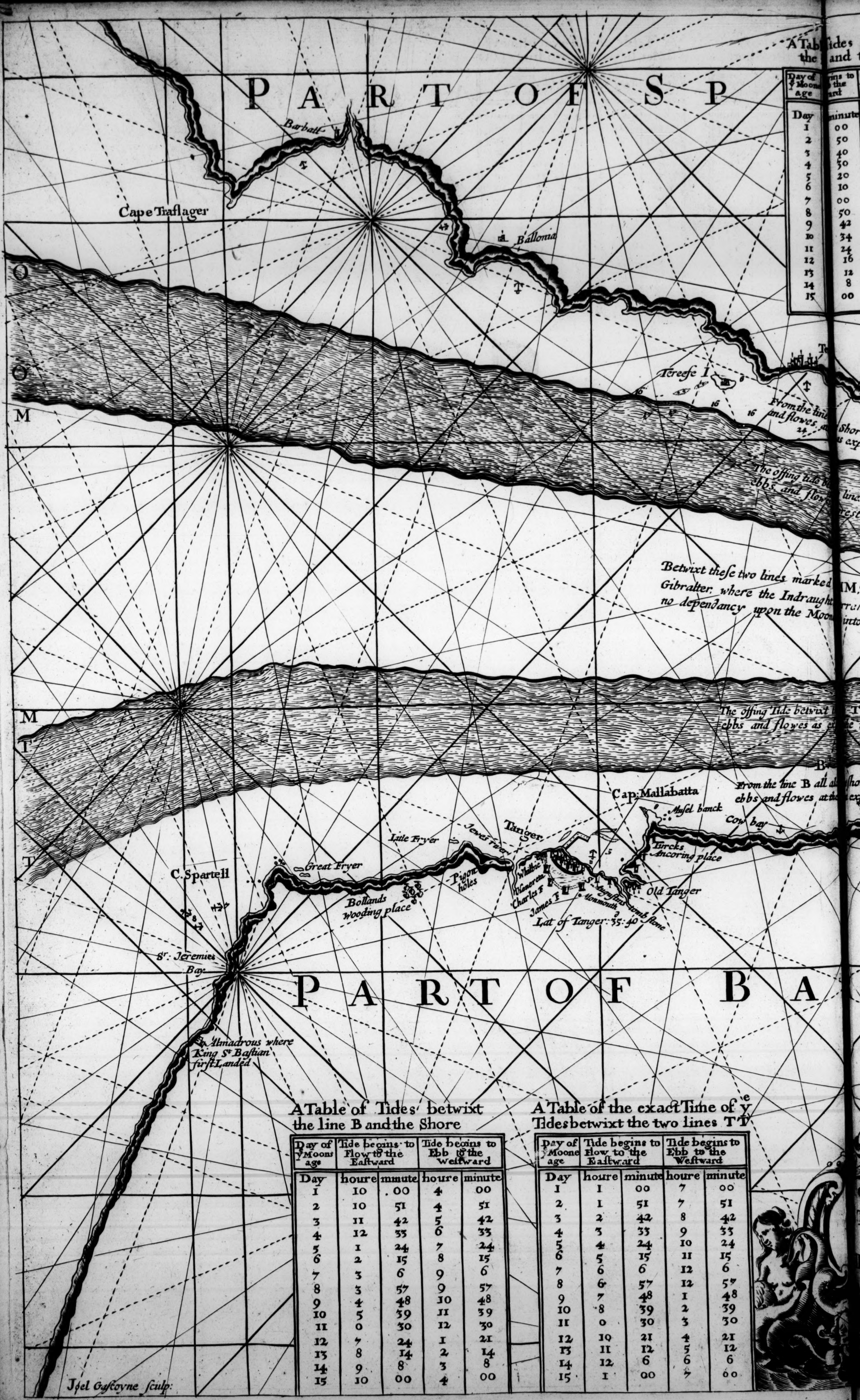
Tercera is 18 miles in compaſs; places of note are, 1. *Pragra*, on the Sea-ſide. 2. St. *Barbara*. 3. St. *Sebaſtians*. 4. *Gualne*. 5. *Villa Nova*. 6. *Angra*; the chief, not only of this Iſland, but of all the nine; the Reſidence of the Governour; ſeated on a convenient Bay, with two Promontories on each ſide, like the two horns of a half Moon, bearing into the Sea, each fortified with a ſtrong Caſtle for defence of the Haven; the weſtermoſt lieth further out to ſeawards than the other, and hath upon the end of it two very high Hills, called *Braſil*; when you come out of the Sea, either from the eaſtwards or the weſtwards, it ſheweth as if it were apart from the Land; which Hills are ſo high, that in clear weather you may ſee from thence 16 or 17 leagues off to Sea upon which ſtand two two Pillars, which you may ſee in any part of the Town *Angra*, and a Watch-man there to keep Watch, and to give them warning of the Ships that come about the Iſland; and as many Ships as he ſeeth coming from the Weſtwards, ſo many Flags he ſetteth up upon the Pillar towards the Weſt; and when he ſeeth more than five Ships, he ſetteth up a great Flag, which ſignifieth a whole Fleet: Likewiſe he doth the ſame upon the other Pillar towards the Eaſt, for the Ships he ſeeth coming from the Eaſt; ſo that a Ship cannot come thereabouts but you may ſee it preſently, by that Token, in any of the corner of the ſtreet. Under *Tercera*, the Road is on the South ſide of the Iſland to the weſtwards of the Rocks right before the Town *Angra*. The bearings from this Iſland to St. *Michaels*, is N. W. by W. 34 leagues; and from St. *Georges*, W. S. W. 10 leagues; and from Cape *Finiſterre* it beareth Weſt, and Weſt by South, 280 leagues



A Chart of the Sea-Coast of
SPAIN
From the Straits mouth to C de Gat
And of the Sea-Coast of
BARBARY
From the Straits mouth to C de Hone

HISP
ANDALUZIA
Malaga
Besmelhama
Velez Malaga
Atalaia de Velez
Fungerola
C de Malaga
Marbella
Estepona
Parbatt
Balloina
Tereefe
Ballast place
Gibralter
Gibralter
Tareefe Island
C Cabrita
C Mallabatt
Turks Ancorin place
Great Fryer
Tanger
C Spartell
Pr Ruperts bay
Musel banck
Cunnys Island
Suta
Old Tanger
Whitbie
Henereta
Charles Fort
James Fort
Monmoth
Augustins tombstone
Lat of Tanger 35 40
Cassstelleya
C Rasseltraf
al C porques
Tomet
Tetuan
C Tetuan
Riffi
Targa
Netgalli
Cassasa
Penon de Velez
Belis
Elis
REGNUM FE
BARBAR
English and Frenc
Duytsche myten
Leagueas de Sp


ANIÆ
GRANADA
Maxarza
Almeria
Aladra
C de Gat
Almunecar
Granaetbergh
Modril
Bunno
Beria
Roqueta
Adera
C de Salebrenne
C de Sacrifsyf
Castle de Fierro
Alboran
C de 3 Forcas
Alcudia
Casasa
Larquirato
Lurfo.jarele
Buzema
Mililla
C de Houe
I Zasarinos
Milonia
P Novo
Salines
Zasaria
Sasarin
al.
EZ
ÆPARS
6 7 11 12 13 14 15 16 17 18
d Frenc 20 to a degree
5 8 9 10 11 12 13
nmylen Grand
5 6 10 11 12 13 14 15 16
de Spa grada

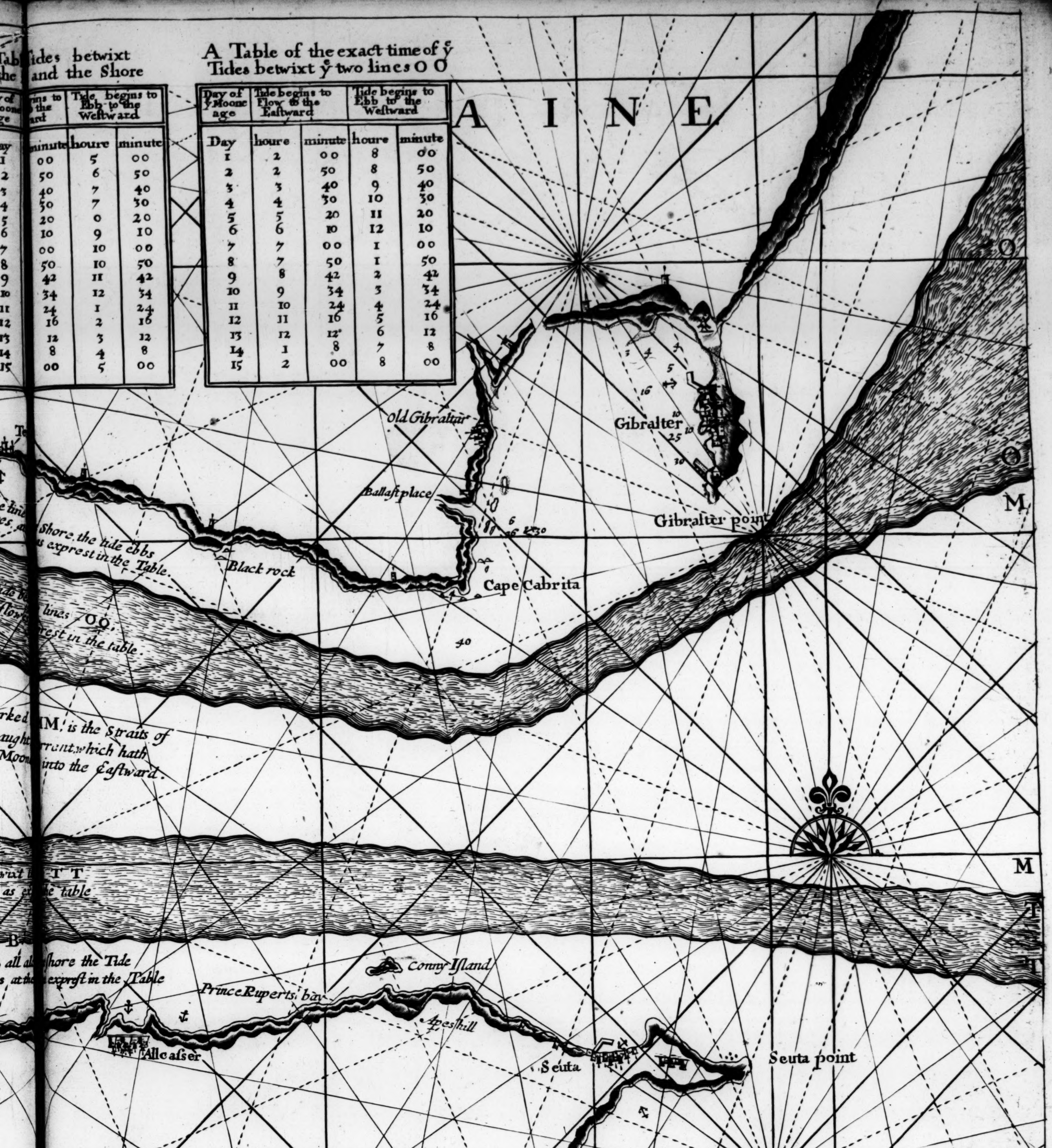

PART OF SP
Barbatt
Cape Traflager
Balloma
Tereefe I
16
17
16
16
24
From the line
and flowes, all Shor
s exp
The offing tide be
ebbs, and flowe line
rest
O
O
M
Betwixt theſe two lines marked M,
Gibralter, where the Indraught rren
no dependancy upon the Moon into
M
T
T
The offing Tide betwixt the T
ebbs and flowes as ex the
B
From the line B all al ſho
ebbs and flowes at the ex
Cap: Mallabatta
Muſel banck
Cow bay
Tanger
Jewes river
Litle Fryer
Great Fryer
C. Spartell
Pigon holes
Bollands wooding place
Whitbie
Yorke
Charles F
James F
Peterborough
Monmouth
S. Augustins tomb stone
Turcks Ancoring place
Old Tanger
Lat of Tanger: 35: 40
St: Jeremies Bay
PART OF BA
Almadrous where King St Baſtian firſt Landed
Joel Gaſcoyne sculp:
A Tab ides
the and
Day of ỳ Moone age
ins to the ard
Day
minute
1 00
2 50
3 40
4 30
5 20
6 10
7 00
8 50
9 42
10 34
11 24
12 16
13 12
14 8
15 00

A Table of Tides betwixt the line B and the Shore

Day of ỳ Moons age	Tide begins to Flow to the Eaſtward		Tide begins to Ebb to the Weſtward	
Day	houre	minute	houre	minute
1	10	.00	4	00
2	10	51	4	51
3	11	42	5	42
4	12	33	6	33
5	1	24	7	24
6	2	15	8	15
7	3	6	9	6
8	3	57	9	57
9	4	48	10	48
10	5	39	11	39
11	0	30	12	30
12	7	24	1	21
13	8	14	2	14
14	9	8	3	8
15	10	00	4	00

A Table of the exact Time of ỳ Tides betwixt the two lines TT

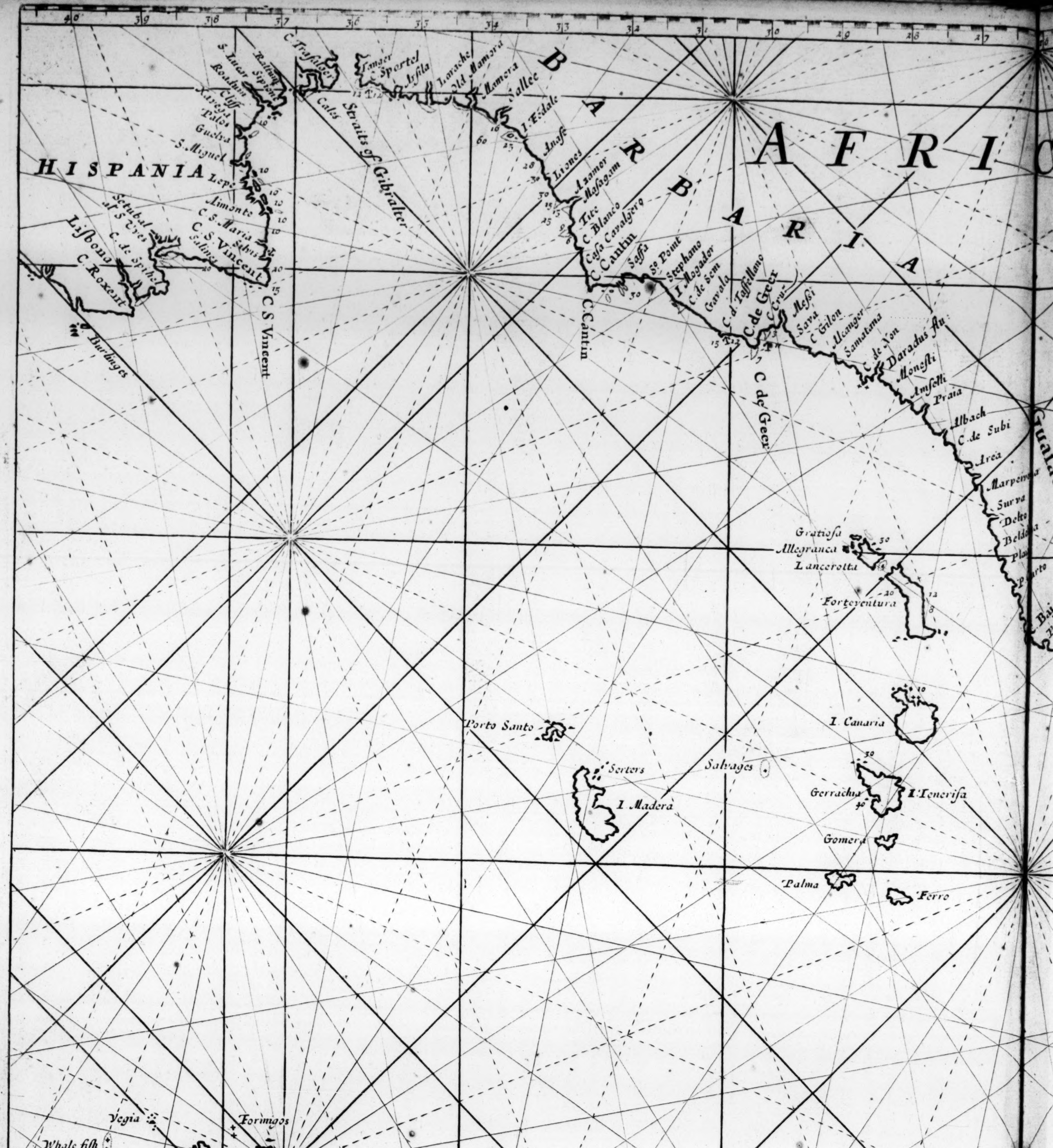
Day of ỳ Moone age	Tide begins to Flow to the Eaſtward		Tide begins to Ebb to the Weſtward	
Day	houre	minute	houre	minute
1	1	00	7	00
2	1	51	7	51
3	2	42	8	42
4	3	33	9	33
5	4	24	10	24
6	5	15	11	15
7	6	6	12	6
8	6	57	12	57
9	7	48	1	48
10	8	39	2	39
11	0	30	3	30
12	10	21	4	21
13	11	12	5	12
14	12	6	6	6
15	1	00	7	00


Tab Tides betwixt
the and the Shore
A I N E
O
O
M
M
T
T
T
Old Gibraltar
Ballast place
Gibralter
Gibralter point
Cape Cabrita
Black rock
e lin
es, at Shore the tide ebbs
s exprest in the Table.
ds b
flow lines OO,
rest in the table
rked MM, is the Straits of
aught rrent which hath
Moone into the Eastward
wat TT
as e the table
B
s all al shore the Tide
s at th exprest in the Table
Conny Island
Prince Ruperts bay
Apes hill
Allcaser
Seuta
Seuta point
A B A R I E
Castellana
C Raseltarf
al C Porques
A Scale of two Leagues or Six Eng: Miles
1 2 3 4 5 6
Chart of the
TRAITS
of
IBRALTER

y of Moone ge	ins to the ard	Tide begins to Ebb to the Westward	
ay	minute	houre	minute
1	00	5	00
2	50	6	50
3	40	7	40
4	30	7	30
5	20	0	20
6	10	9	10
7	00	10	00
8	50	10	50
9	42	11	42
10	34	12	34
11	24	1	24
12	16	2	16
13	12	3	12
14	8	4	8
15	00	5	00

A Table of the exact time of ye Tides betwixt ye two lines O O

Day of ye Moone age	Tide begins to Flow to the Eastward		Tide begins to Ebb to the Westward	
Day	houre	minute	houre	minute
1	2	00	8	00
2	2	50	8	50
3	3	40	9	40
4	4	30	10	30
5	5	20	11	20
6	6	10	12	10
7	7	00	1	00
8	7	50	1	50
9	8	42	2	42
10	9	34	3	34
11	10	24	4	24
12	11	16	5	16
13	12	12	6	12
14	1	8	7	8
15	2	00	8	00


HISPANIA
AFRIC
BARBARIA
S. Lucar
Rotta
Sipiona
Roadum
Cliff
Xarega
Palos
Guelva
S. Miguel
Lepe
Aimonte
C. S. Maria
Sabris
Setubal
at S. Vves
C. de Spihel
Lisbona
C. Roxent
C. S. Vincent
Salines
Burlinges
C S Vincent
C. Trafalger
Cales
Straits of Gibralter
Tanger
Sportel
Arsila
Larache
Old Mamora
Mamora
Sallee
I. Fedale
Anafe
Liones
Azamor
Masagam
Tite
C. Blanco
Casa Cavalgero
C. Cantin
Saffa
So Point
Stephano
I. Mogador
C. de Sem
Gavala
C. d. Taffellamo
C. de Geer
C. Cruz
C. Cantin
C de Geer
Messi
Sava
C. Gilon
Alcanger
Samatama
C. de Non
Daradus flu:
Monesti
Amselli
Praia
Albach
C. de Subi
Area
Marpeira
Surva
Delto
Beldera
Pla
Porto
Gualla
Gratiosa
Allegranca
Lancerotta
Forteventura
I. Canaria
Porto Santo
Serters
I. Madera
Salvages
Gerrachia
I. Tenerifa
Gomera
Palma
Ferro
Vegia
Formigos
Whale fish
S. Maria
I. S. Michael
I. Tercera
Gratiosa
I. S Georgy
I. de Pico
Fyall
Corvo
I. de Flores
40
39
38
37
36
35
34
33
32
31
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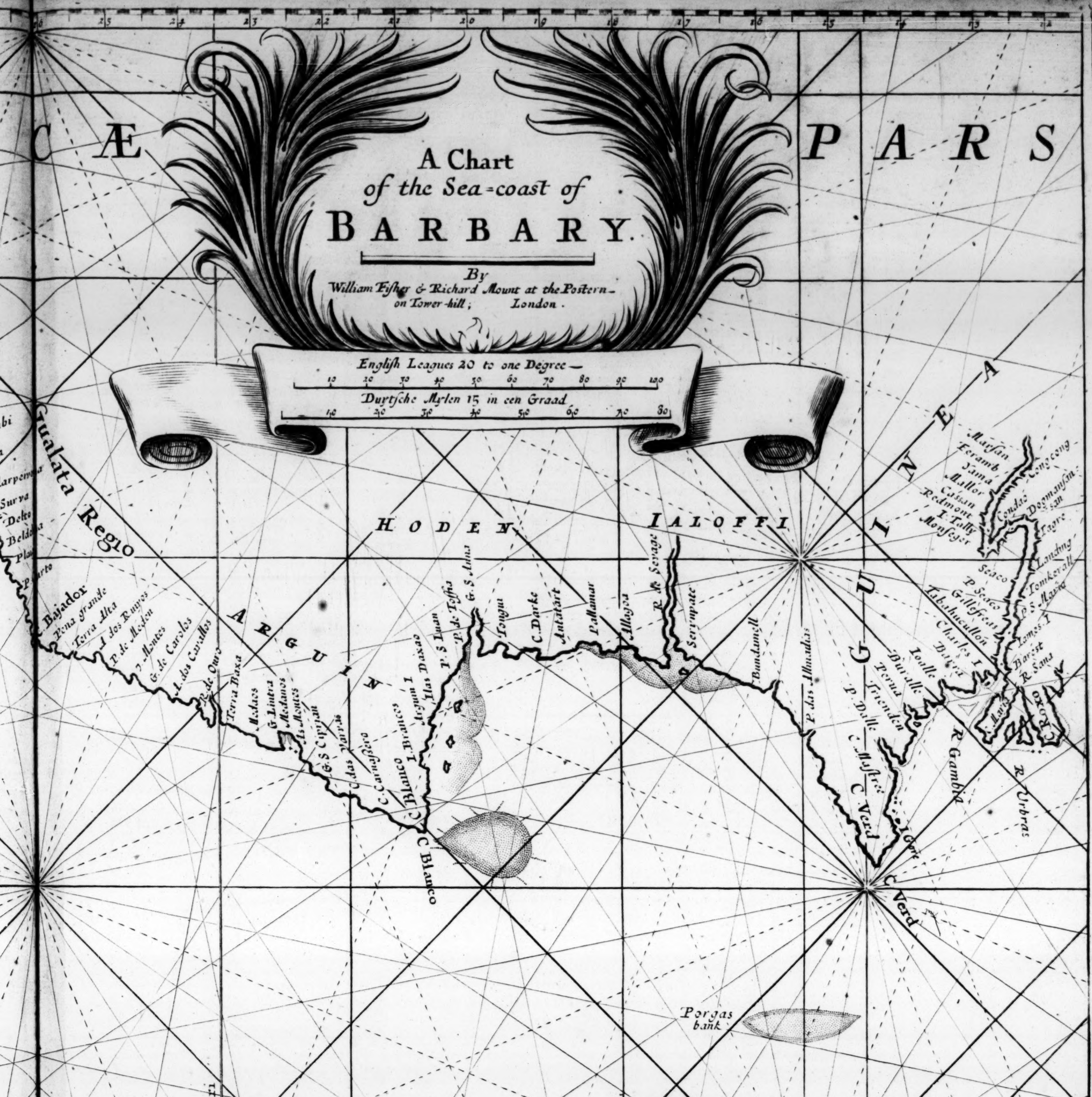
29
28
27



A Chart
of the Sea-coast of
BARBARY.

By
William Fiſher & Richard Mount at the Postern
on Tower-hill; London.

English Leagues 20 to one Degree
10 20 30 40 50 60 70 80 90 100
Duytſche Mylen 15 in een Graad
10 20 30 40 50 60 70 80
CÆ
PARS
Gualata Regio
HODEN
ARGUIN
IALOFFI
GUINEA
Surva
Delto
Beldena
Plau
P. Porto
C. Bajador
Pena grande
Terra Alta
A. dos Ruyvos
P. de Meden
7 Montes
G. de Carolos
A. dos Cavallos
R. de Ouro
Terra Baxa
Medaos
G. Lintra
Medanos
As Montes
G. S. Cyprian
C. das Varras
C. Carnaſſero
C. Blanco
I. Brancos
Arguin I
Ilas Daxao
P. S. Iuan
P. de Toſſas
G. S. Anns
C. Blanco
Tongui
C. Darke
Antatart
Pallamar
Allagoa
R. de Sevage
Serrupate
Bundamell
P. das Almadias
P. Dalle
C. Maſtres
C. Verd
I. Gore
C. Verd
Iualle
Buralle
Perua
Frienden
Tabahucullon
Charles I
Bolgra
Marſan
Eeramb
Jama
Mallor
Caſsan
Redmont
I. Tally
Monſeger
Seaco
P. Seaco
Gilleffrees
Cong cong
Condac
Dogmanſan
Tagre
Landing
Tomkerall
P. S. Maria
James I
Barest
R. Sans
C. Roxo
I. Maria
R. Gambia
R. Urbras
Porgas bank
Cancri
Tropicus
I. Bonaviſta
I. de Sal
I. de Maya
I. de S. Iago
I. S. Nicolas
I. Fugo
I. S. Lucia
I. Brava
I. S. Antonio
I. de S. Vincent
5 Palmas
Ia. Clerk sculp
26 25 24 23 22 21 20 19 18 17 16 15 14 13 12

BRITISH MUSEUM

To ſail into Tercera.

If you come from the eaſtwards, or from the northwards, and are bound into the Road of *Tercera*, run up fair by the Land off the Eaſt Point, and ſo along unto the two little Iſlands called the *Ilheos*, which lie a little to the eaſtward of the Road, about a Bow ſhot one from the other; you may either run to the northwards or the ſouthwards of theſe Iſlands, as you pleaſe, or between them: Theſe Iſlands are about a Canon-ſhot from the main Iſland, and about 15 or 16 fathom water; through betwixt them both you will have 5 or 6 fathom, clean ſandy ground. Somewhat to ſeawards of theſe two Iſlands, lie 3 or 4 Rocks above water, called *Los Frayles*. Being paſt theſe aforeſaid little Iſlands, you muſt ſayl to the weſtwards, until you come near to the foreſaid Point of *Braſil*; a little to the eaſtwards of which, you may Anchor before the Town of *Angra*, in 10 or 12 fathom; or elſe you may lay your Sea Anchor commonly in 16, and your ſmaller Anchor in 8 or 9 fathom water, and may lye Landlockt for a S.W. and N.E. and alſo for an *E.N.E.* wind but a *S.E.* bloweth there right in: On the Weſt ſide of *Braſil* is alſo a great Sand Bay for to Anchor in before a Village called St. *Martin*.

Los Fray-les.

Three leagues to the eaſtwards of the Town *Angra*, lyeth a Bight called *Porto Indeo*, where the *Spaniards* landed their Forces when they took it from the *Portugals*. If you will ſayl from *Tercera* to *Fayal*, ſteer away W.S.W of the Eaſt end of St. *Georges*, which is from thence ten leagues.

St. Maries.

St. *Maries* is the moſt ſouthern of theſe Iſles, and is 12 miles in circuit, inhabited by *Spaniards* only, which are much given to the making of earthen Veſſels; and ſo naturally fortified by Rocks, that it is eaſily kept by the Inhabitants, without the charge of a Gariſon. The chief Town of it, called St. *Maries*, borrowing its name from the Iſland, or the Iſland from it, and beareth due South from St. *Michaels*.

St. Michaels:

St. *Michaels* lieth directly North from St. *Maries*, and is 20 miles in length, but the breadth not anſwerable: much ſubject to Earthquakes and fiery Vapours. The chief Town of which is called *Punta del Gada*, ſeated upon a dangerous Sea, and without any Port, yet more frequented by Strangers than the Port of *Angra*, becauſe they may go here in and out as they pleaſe, but not ſo in the other; the Road is on the S. W. ſide of the Iſland: When you come about one of the two Points, either from the Eaſt or the Weſt, then you ſhall ſee two little Towns, *Punto del Gada*, and *Punto Alagaro*; and in the Road you will have 20 or 25 fathom. Before the eaſtermoſt Town lieth a little Iſland, betwixt which and the Main of St. *Michaels*, you will have 5, 6, and 7 fathom water: Betwixt theſe little Towns, the Coaſt lieth W. N. W. and E S. E. This Iſland beareth from *Madera* N.W. and S. E. 135 leagues.

Fayal.

Fayal is 17 or 18 miles in length, plentifully provided with all things neceſſary for the life of man, and well furniſhed with Wood, and therefore much frequented by the *Engliſh* Merchants. The chief Town is *Dorta*, defended by a Caſtle, and that guarded by *Spaniards*: both Town and Iſland taken by Sir *Walter Rawleigh*, *Anno* 1597. From the eaſt end of St. *Georges* to *Fayal*, the courſe is W. S. W. diſtant 16 leagues; and betwixt *Pico* and St. *Georges*, through *Fayal*, is 16 leagues, and beareth neareſt W. N. W. betwixt them and *Fayal*, and *Fayal* lieth to the weſtwards of *Pico* a great league. If you will come to an anchor at *Fayal*, you muſt anchor before the Village of *Fayal* in 14 or 15 fathom, in ſandy ground, but there runeth a ſtrong Tyde both of the Flood and Ebb: On the S. W. end of this Iſland lieth a little Haven, into which, if you will ſail, you muſt run in by the S. W. Point, and ſo alongſt by the ſhore, until you ſee the Haven open, and ſo keep on, until you come to the Narrow, betwixt the Rocks, which lie on the Weſt ſide; and when you are between the Rocks, let your Anchor fall in five fathom, and bring your Hawſers on the eaſt ſide upon the ſhore, and make faſt to the Piles which are made for that purpoſe: The Haven is ſo ſmall, that it will not contain more than five Ships, and further in it is ſhoal water.

Gratioſa.

Gratioſa is not above five or ſix leagues compaſs, but ſo well furniſhed with Fruits, that they ſend much yearly to *Tercera*; inhabited by *Portugals* only, but ſo poor, that they are not able to bear the charge of a Gariſon. The chief Town is called *la Plaia*.

St. Georges.

St. *Georges* is twelve miles in length, and about three in breadth, mountainous and full of Forreſts; and thoſe Forreſts ſo well ſtored with Cedars, that they uſe them many times for ſhipping, and ſometimes for Fuel. The chief Town is St. *Georges*. The courſe between this and St. *Georges*, is W. S. W. diſtant 16 leagues.

Pico.

Pico lieth on ehe South ſide of St *Georges*, and taketh its name from a high Hill in form of a Pyramid; repleniſhed with fruits, and ſome Cedars, and with a Tree called *Teixo*, of great bulk, and as much beauty: This Iſland is near as long as St. *Michaels*, but of greater breadth. The chief Towns are St. *Sabaſtians*, and *Calota de Neſquin*, both upon the Sea, and on the eaſt part of the Iſland.

Flores.

Flores, ſo called, from its abundance of Flowers (as *Gratioſa* from the flouriſhing verdure thereof) this is in compaſs not above 8 miles, but plentifully ſtored with Cattle, and good ground to feed them. The chief Town is *Santa Crux*; the Iſle, though ſmall, yet twice as big as *Corvo*.

Corvo.

Corvo, ſo called, from its abundance of Crows, and is on the North of *Flores*, and but little diſtant, but very unſafe.

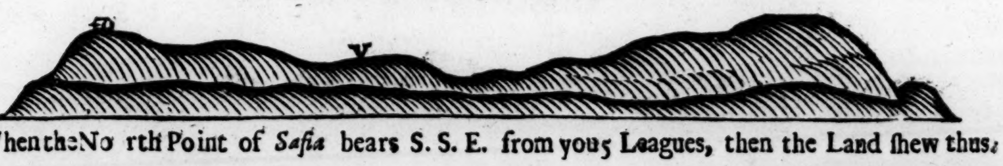
Of the Tides and ſetting of the Currents.

A S. S. W. and S. W. by South Moon maketh higheſt water on theſe Coaſts.

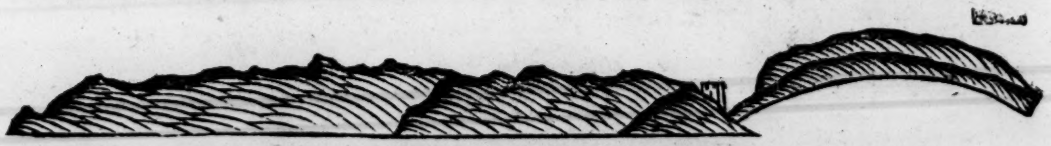
Courſes and Diſtances.

From St. *Michaels* to *Tercera*, North-weſt by Weſt, 134 leag.
From the Eaſt end of St. *Georges* to *Fayal*, N.N.W. 16 leagues.
From St. *Michaels* to Cape *Finiſterre*, *E.* N. *E.* 247 leagues.
From *Tercera* to the Rock of *Lisbon*, Eaſt, at leaſt 267 leagues.
From *Terra* to *Cape Finiſterre*, *E. N. E.* and *Eaſt* by North, 280 leagues.

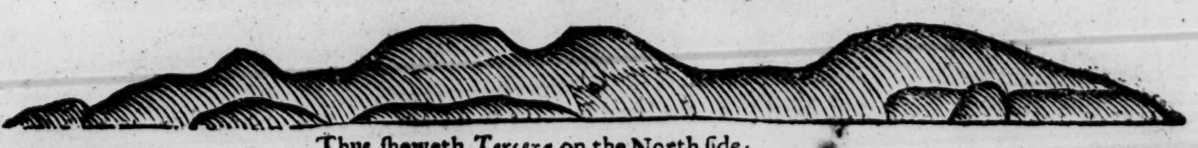
How theſe Lands do ſhew themſelves at Sea.



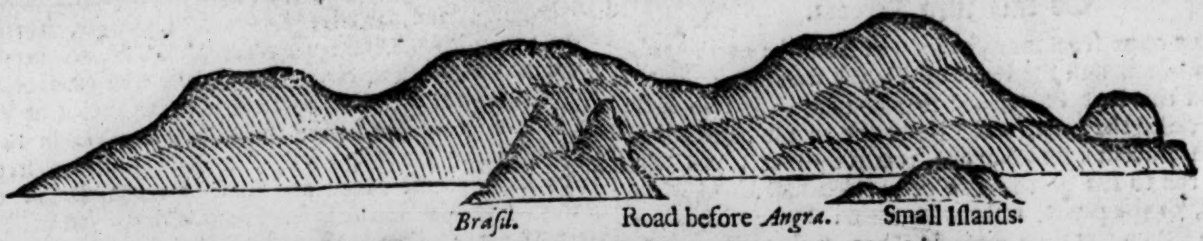
When the North Point of *Safia* bears S. S. E. from you 5 Leagues, then the Land ſhew thus.



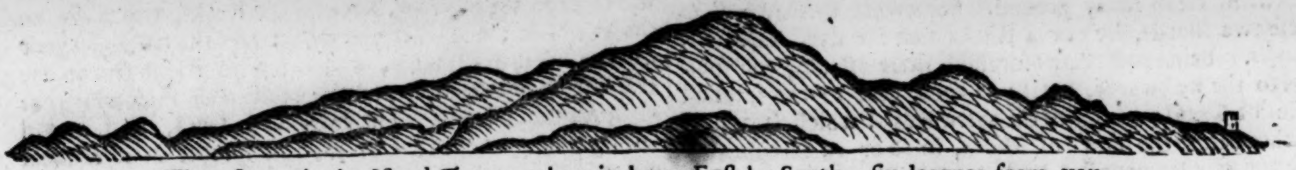
When Cape *de Geer* bears N. N. E. 3 leagues from you then the Land ſheweth thus.



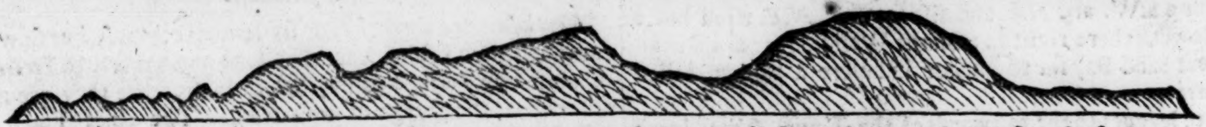
Thus ſheweth *Tercera* on the North ſide.


Braſil.
Road before *Angra.*
Small Iſlands.

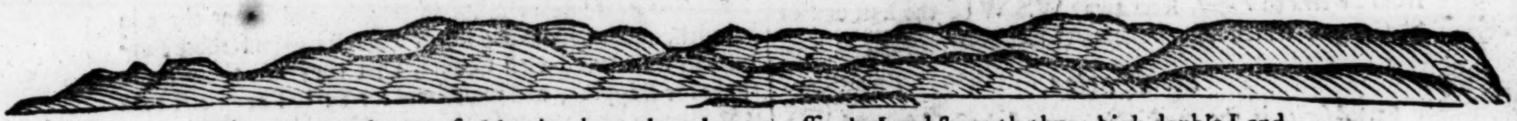
Thus ſheweth the Iſland of *Tercera* on the South ſide, as you ſail along by it.



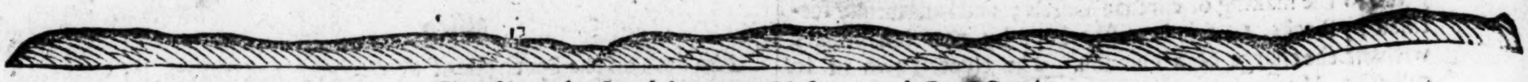
Thus ſheweth the Iſland *Tercera* when it bears Eaſt by South, ſix leagues from you.



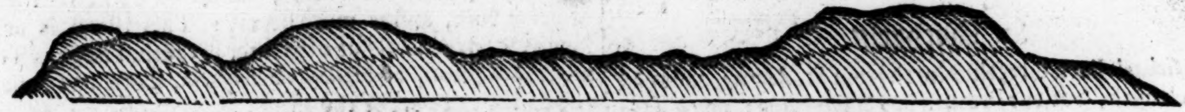
When the Iſland *Tercera* bears S. W. 4 or 5 leagues from you, it ſheweth thus, the Weſt end of the Iſland is higher than the Eaſt end, and therefore is eaſie to be known.



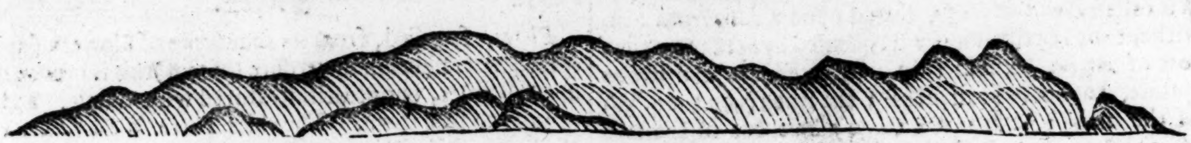
When you are thwart of *Mogodor* about three leagues off, the Land ſheweth thus, high double Land.



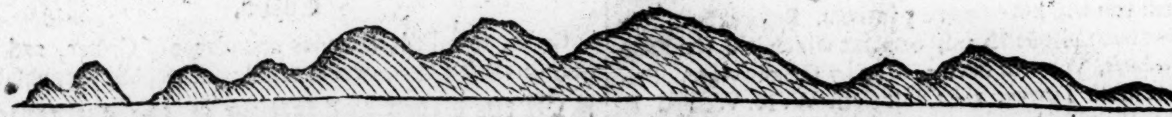
Thus ſhews the Land between *Maſagam* and Cape *Cantin.*



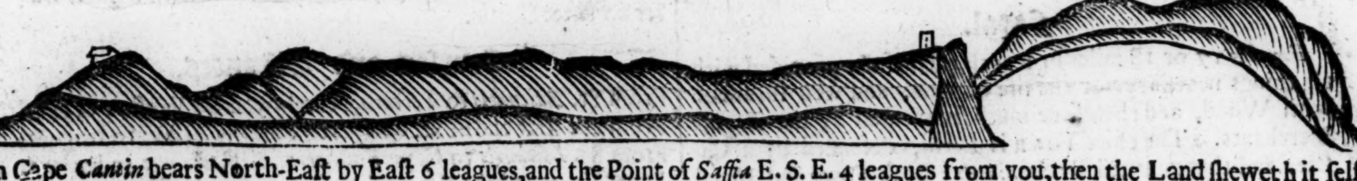
Thus ſheweth the Iſland St. *Michaels* on the North ſide.



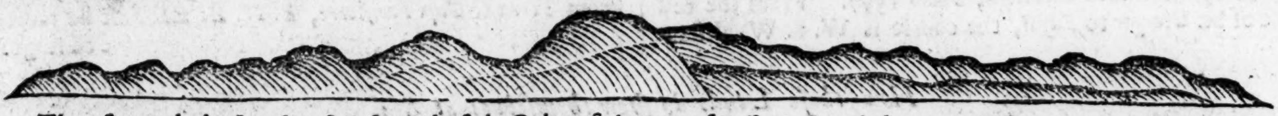
Thus ſheweth the Iſland *Fayal* when it bears South of you 8 or 9 leagues.



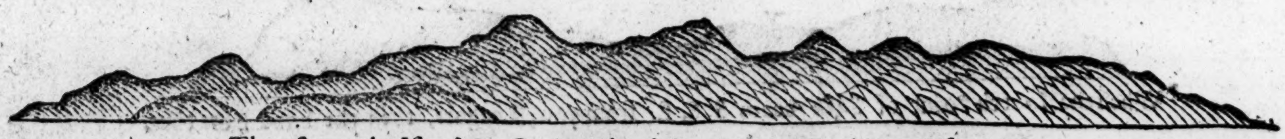
When the Iſland *Gratioſa* bears W. S. W. 4 leagues from you, then the Land ſheweth thus.



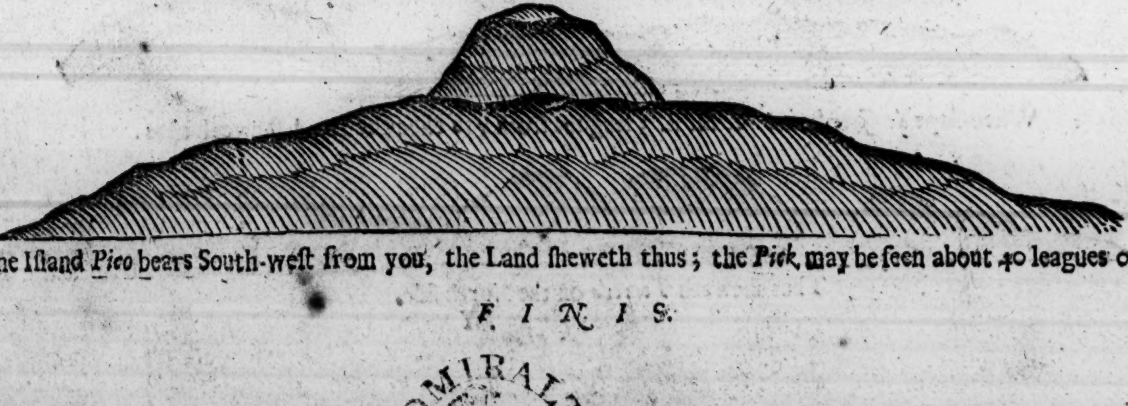
When Cape *Cantin* bears North-Eaſt by Eaſt 6 leagues, and the Point of *Saſſia* E. S. E. 4 leagues from you, then the Land ſheweth it ſelf thus.



Thus ſheweth the Land to Southward of the Point of the Bay of *Saſſia*, when it bears E. S. E. 3 leagues from you.



Thus ſhews the Iſland St. *Georges* when it bears S. S. W. 6 leagues from you.



When the Iſland *Pico* bears South-weſt from you, the Land ſheweth thus; the *Pick* may be ſeen about 40 leagues off at Sea.

F I N I S.

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